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DELIVERANCE
PTs 1,2 & 3
& STORMLORD

2 TAPES IN 1

PLUS 3 READER GAMES

HEAVEN AND HELL

We reveal the best and the worst of the C64

PLUS ROBOCOD REVIEWED

SIDE 2
42 tape
SIDE 1
42 tape

Pisces: The sun enters your sign and melts your covertape. Speak to the newsie now to get another. Lucky car: Lada. Lucky number: 2

Tape to disk SMART! Turn to p.7.

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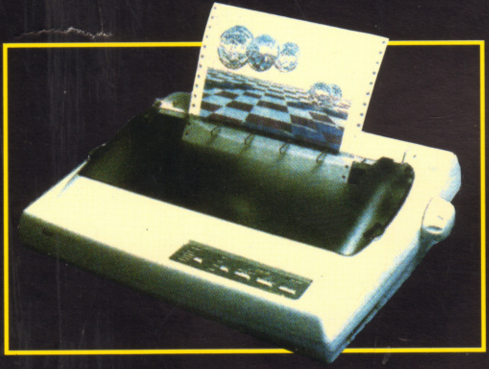

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COMMODORE DISK USER

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ARVI b

CONT

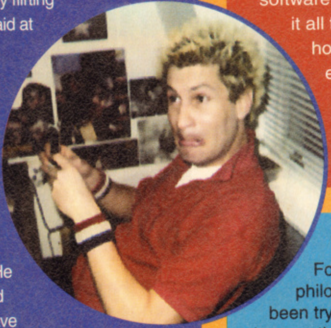
CF crew

THEN THERE WERE THREE

All but the most criminally unobservant amongst you will notice the small but pertinent fact that there are now only three people on CF. Lisa has been promoted (ermm, sort of) to Amstrad Action. Here she'll continue to talk about hair, pine cones, Saturday Sales and cute little knick–knacks with those other CF refugees – Dave and Clur. Anyway, we're still here and judging by our expressions, we were a bit pleased when Lisa left.

HUTCH

As you can quite clearly see, Hutch was mortified at the thought of losing our bubbly little art assistant. The rest of the team were thinking about buying him a dog to cheer him up, but he claimed that nothing could replace his beloved Lisa, and went off to console himself by flirting with the barmaid at the farewell party instead.



OLLIE

Ollie was sorry to see Lisa go as well, though for an entirely different reason altogether "I've got to lay out all these pages on my own now" he sobbed. He would have grieved for longer but he had too much work to do.

SIMON FORRESTER

Simon wasn't that sorry to see her go; "At least I can have my hairspray back" he chirped, and went off to enjoy an entire can. We think you can see the results for yourself.

GREETINGS

Wotcha everyone and welcome to another heavingly full issue of the world's premiere Commodore 64 magazine. As usual we've been slaving away over a smouldering word processor to bring you some impressive features, the odd review and some techy stuff for you lot how actually know how to program your computer.

The main feature this month (stonking cover illustration isn't it) is a small celebration of the C64. We've looked into exactly what's good and bad about the machine – be it hardware, software or, ermm, cackware – and collected it all together over four pages. It's a no-holds-barred exploration of the 64 so expect some hurtful comments. From Simon anyway.

Straight after the main cover feature you'll find a new series called *Touch of Class*. This is where we get all misty eyed over games which haven't left the disk box in about five years. We realise that many of you won't be familiar with these games and that's a shame, they're some of the best ever created. So, we've reviewed five really groovy titles and you can now track them down through Buy-A-Rama or at your local car boot sale. Whatever.

Proudly fixed to the front of this magazine you'll find the PowerPack (as usual). However this month it's a bit special – we've increased the tape size by four times to fit more games on than you've ever seen before. There's the two humungous arcade adventure *Stormlord* and *Deliverance* along with three completely original games that you won't have seen anywhere else and which are absolutely stonking. That's how good we are to you.

Thanks for reading **HUTCH**

8 SNIPPETS

The world of the computer is constantly changing – new things are happening all the time, and old things are being revived for one last time. If you want to be up on what's happening in your world, turn to page 8 right now.

9 CHARTS

There are good games, there are bad games, and there are games that just won't die. Did you realise that *Mayhem*, though utterly brilliant, isn't included in the charts?

12 HEAVEN

For centuries, philosophers have been trying to answer the question of life after death. Here at CF, we've known all along what happens to computer games when they die…

15 HELL

or they burn for all eternity in gaming Hell, where anorak-wearing spotty geeks try and play them, dying horribly on the first level 'til the end of time.

16 CLASSIC GAMES

Not all old games are naff. In fact, the stuff you're playing today owes its very existence to some of the early pioneering games. We take a look at some of the games that have changed the history of computer games as we know them.

20 THE MIGHTY BRAIN

Your questions on life, the universe, everything, and the C64 answered by our very own lump of grey jelly. This month's special topics are the Dordogne treaty agreements, foreign powers, and religion. All terribly C64, then.

23 ROBOCOD

The pond is in danger – barbarians are breaking in on all sides, the algae have left in search of a better life, and the evil villainous professor has hatched a mad plot to drink the pond dry. Only you can save the world. Only you, and a robotic fish.

24 DR FINCH

The doctor that sees the CF crew is a fat, jolly scotsman. He would have written this column himself, but he knowns nothing about the C64, so we'll stick to Dr Finch BA MA PhD C64.

25 MR PLEXOR

Like death, there are many mysteries of life. The greatest mystery of life is how to use all those odd sprites your C64 is apparently so good at producing.

26 ARTY PARTY

The feeling and sense of conformity expressed here is quite exciting – the artist is clearly denying his feminine side in an attempt to push himself to a higher plane of unity and conscious – it's crap.

28 T

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ENTS

28 TECHIE TIPS

If you have a techie problem, if no-one else can help, and if you can lay your hands on a stamp, maybe you can use the help of, erm, Jason Finch, yes.

42 BACK ISSUES

Complete sets of CF are hard to come by. An issue one is like gold dust. If you do have a complete set, there are various high society circles that would be more than happy to welcome you to some of the hottest parties London has to offer. What's a couple of quid when you think about it?

43 PD FORMAT

Nothing gets readers flicking pages faster than the thought of free software. Clear your mind, and think of one thing; free software.

45 THE GAUNTLET

Do you think you're the best? Have you got what it takes to thrash the competition at your latest buy? If you have, then why not win a bundle of games?

47 BUYARAMA

Why stand about at cold, wet, and ultimately boring car boot sales, when a quick flick over to page 47 would solve all your problems, letting you get hold of the best gear at the lowest prices.

48 THE BASICS

Computers are for more than just games, you know. If you want to learn how to get your C64 to do even more than you ever thought possible, we think we might just be able to help…

49 GAMEPLAYER'S BIBLE

If you think you're innocent then you're guilty of lying to yourself. When it comes to gaming crimes, everybody's done time.

50 NEXT MONTH

Will Roger make it back to the office? Will there be another stonking feature? Find out…

GAME REVIEWS

18 ESSENTIAL EDOS

18
DAISY'S HOUSE

We take a look at some of the excellent titles you can now get by wandering into WHSmiths, John Menzies, or even your local computer shop, handing over your cash, and getting the game of your choice reproduced on the spot. That's right – with the EDOS system, you won't have to hunt around, find that the shop you're in doesn't even know what a C64 is, and finally discover that they haven't got the budget version – you can now find every title you're likely to need.. This month, we'll be looking at these titles:

DIZZY, GHOST HUNTERS, GLIDER RIDER, MEGANOVA, OLLIE & LISSA 3, SABOTEUR, SPY VS SPY 1, 2, AND 3, STEVE DAVIS SNOOKER, GAME OVER AND WINTER GAMES

GAMEBUSTERS

Hold onto your hats because Britain's number one tipster is back with cheats, hints, tips, listings and that little loving that no-one else can offer. Andy Roberts *is* the king of the tipsters.

31 GAMEBUSTERS

The world's most dastardly magazine section is back. Spineless cheats should start here.

32 SOS DIZZY 3

The best way to get on the egg's nerves is to cheats and complete all of his games,

33 HOW TO USE THE CHEATS

If you're new to the idea of cheating at computer games, you might need a little explanation..

34 IO

That covertape game's a bit difficult, isn't it? If you're having real problems, we can help.

35 MAYHEM HAPPY PIPELAND

What do pipes do when they're happy. Damn – I can't think of a punchline.

38 NOBBY THE AARDVARK

20 uses of an aardvark. Oh, and the solution.

40 SCEPTRE OF BAGHDAD

In Baghdad there's a sceptre, apparently. Here's how to get your hands on it..

POWERPACK PAGES

It's the biggest Powerpack ever. Wodges of stonking games for your delight. Only now it's even more absorbent.

COMMODORE FORMAT
2 FULL GAMES
DELIVERANCE Pts 1&2
STORMLORD
DELIVERANCE Pt 3
POWER PACK
3 READER GAMES
FIRE EAGLE
CHROME BROS
ALIEN SMASH
21ST CENTURY SOFTWARE

STORMLORD

This moth's powerpack has got to be one of the best yet. Before Raff Cecco went on to write top selling games for the 16-bits and consoles, he was writing top selling games for the 8-bits. Stormlord is a C64 conversion of probably his best 8-bit game ever.

DELIVERANCE

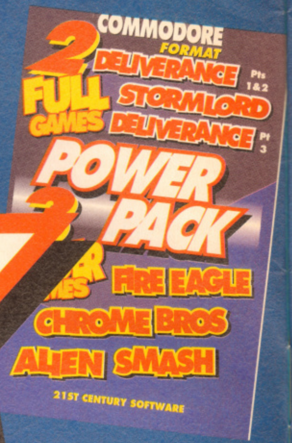
If there's one thing you can say about this Cecco guy, it's that he's versatile, and he knows what makes a damned good game. Deliverance, his sequel to Stormlord, is even better than its predecessor, and we've got it for the covertape. Half an hour of loading is worth it.

READER GAMES

We had to pad out the sides a bit though, didn't we? When we'd finished lining up Stormlord and Deliverance, we realised we had space for some of the most excellent reader games we've re[illegible]d – from New Zealand

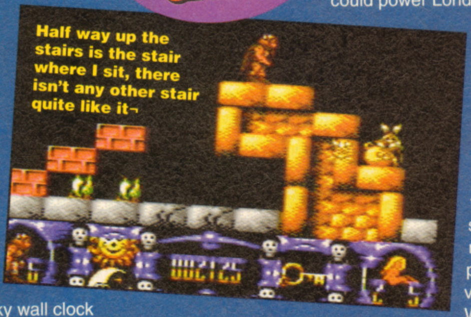
It's the longest cover–tape ever – crammed full of funky games to amaze and amuse you...

POWER PACK 42



STORMLORD

FULL GAME



Half way up the stairs is the stair where I sit, there isn't any other stair quite like it¬

Something's wrong in fairyland. The road outside Flob the Gnome's house is being resurfaced, and he can't get his car out of the garage. That's not all that's wrong though. In fact, in the grand scheme of things, four workman and eight solid inches of collective bum cleavage is the least of Flob's worries. Slightly higher up on his list of things to pace around and fret about, just above the situation regarding the spiky wall clock (every house has got one somewhere – why?), was the problem with the fairies. Personally, he didn't have anything against fairies; nobody did. That was the problem.

It's been known for a long time that natural sources of energy, though better for the environment and everlasting, are difficult to harness. What isn't as widely known is that when a fairy cries, it lights up, radiating light, heat, and electricity. Beneath that light exterior and flutter of butterfly wings lies a heart that could power London single handedly for seven years.

Fairies are scarce. If you thought someone was going to come along and attach electrodes to some very painful places, you'd be scarce too. Nowadays, fairies are nowhere to be seen. This is for two reasons. Firstly, the evil power company owning villainous wizard Wazbnasm (boo hiss) has captured all the fairies he could and locked them in his power plants, and secondly fairies are stupid, and don't know about things like cars, planes, drowning, death, disease and sanitation. Smelly fairies that hide in ponds convinced they can still breathe aren't a problem. The evil power company owning villainous wizard Wazbnasm (he's behind you) is.

Your task as Flob, then, is to rescue the fairies in classic computer game style, by leaving your personal ten-thousand strong army at home and journeying through strange and dangerous lands utterly alone, rescuing fairies. You do have fire-power of sorts, though – you can spit on the bad guys (either long or short range) or throw knifes at them. All three killing action type things are used by pressing fire; a short tap makes Flob spit, a slightly longer one makes Flob spit slightly further, and a long depression makes Flob either throw knives, or take valium.

The rest is up to you, really – you'll find all sorts of things scattered about the place, such as umbrellas to protect you from acid rain, keys to open doors, magic boots for jumping higher (there's no 'click heels' button, though), and springboards to send you over to different parts of the land. Fairies are picked up as any other object, and once you've collected all of them on the first level, you'll go onto the second, etc.

If you do well enough, you'll enter a sub-game. All you have to do here is collect the fairy tears (and fairies, if you want) as they fall, with a time limit set against you. Don't worry – this is just a point collecting exercise, so you don't have to take part if you don't want to – just bring a note from your mum.

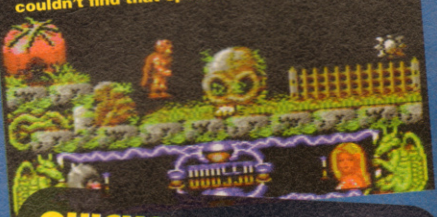
BE SENSIBLE NOW

A little while ago, we received a disc from a New Zealand programming group called Sensible Software. Before you get excited (and before lots of lawyers in fashionable suits carrying very slim briefcases come knocking on the *Commodore Format* door), we'd better point out that this is not the Sensible Software of Cannon Fodder, Wizball, or Sensible Soccer fame, this is a New Zealand coding group with an unfortunate choice of names. Anyway, they supplied us with enough material to put three excellent previously unseen games on the covertape, namely Chrome Brothers, Alien Smash, and Fire Eagle.

I'm not going to bother running through instructions for any of the three games, as they're all incredibly simple to get the hang of, and all joystick controlled. One thing I will take time to point out, though, is that this is an excellent example of the kind of quality we want to see in covertape submissions.

Thanks, Sensible.

Down at the Ikea™ superstore, Stormlord couldn't find that special wedding gift.



QUICKSTART INFO

Side One • Tape Count 000 • Joystick port 2

UP	Jump.
DOWN	Crouch.
LEFT	Run left.
RIGHT	Run right.
FIRE	Er... Well... Fire, really.

Other Info........To pause press RUN/STOP.

NO LOAD ZONE

SIDE 2
CF
tape
POWERPACK

If you're having a hard time loading this month's powerpack then plonk the duff tape in a jiffy bag, slip in an SAE, seal it up and send it to: CF 41 Tape Replacement, Ablex Audio Video Ltd., Harcourt Halesfield 14, Telford, Shropshire. TF7 4QD.

DELIVERANCE

FULL GAME

As Flob the Gnome, you've defeated evil power company owning villainous wizard Wazbnasm (I can't hear you). However, the evil power company owning villainous wizard Wazbnasm doesn't appreciate this fact. In fact, he's downright angry. Normally, this wouldn't worry Flob in the slightest, but when an evil power company owning villainous wizard gets angry, he doesn't kick something, put on some loud music, or even glass someone in the face. When an evil power company owning villainous wizard gets angry, whole landscapes are changed, chasms rip through serene forest scenes that otherwise would have had cartoon deer sliding around an icy pond. Things happen.

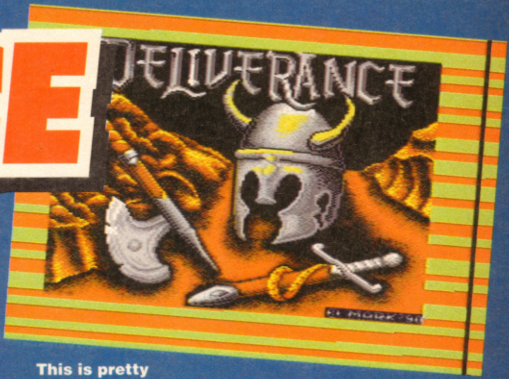
Flob's a world-wise character, and as far as he's concerned, the odd evil power company owning villainous wizard in a rage is nothing too serious to worry about, and definitely nothing new. In fact, Flob wasn't going to do anything about it – wizards have got very short tempters, but their rages don't last long. After a few more centuries, things would be pretty much back to normal, and everyone could carry on with their lives as if nothing had happened. Notice the word 'wasn't' was used there. You see, being an evil power company owning villainous wizard, the evil power company owning villainous wizard Wazbnasm added insult to injury.

He said something about Flob's mother. Flob got very angry, and vowed to kill Wazbnasm. Clever man, Wazbnasm.

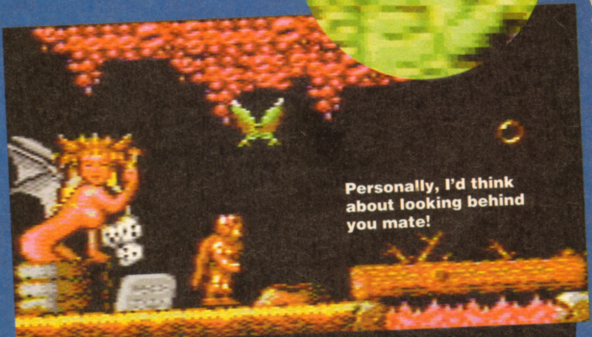
And so Flob sets off once again through strange and mysterious lands, intent on killing the evil power company owning villainous wizard Wazbnasm. This journey was a lot longer, though, and about a million times more difficult. Flob's forgotten his knife. Flob can't jump quite as easily. There are lakes of acid. There are hundreds and hundreds of ghoulish creatures out to get him, each with their own ghoulish fate lined up. Flob's in deep schtum.

To break from the normal plot type thing, this is a three part game, the second two parts of which you'll need a score code from the previous level to play properly. You can still see the levels, though, as after three incorrect code, you'll be dropped into the game with only one life to your credit. Like I said, deep schtum.

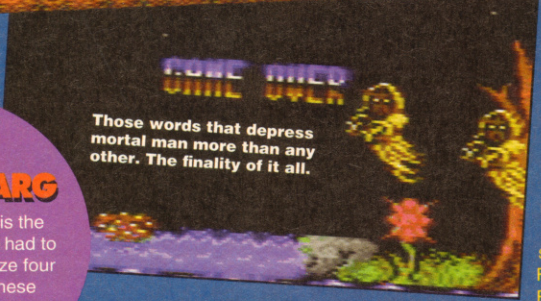
Right then, that's your lot for this month. Next time round we'll be bringing you some more brilliant games, a slice of PD and even a dish or two of hygenically sealed utilities. Keep it here readers. CF



This is pretty much how the Next catalogue would have looked if it was around during the dark ages.



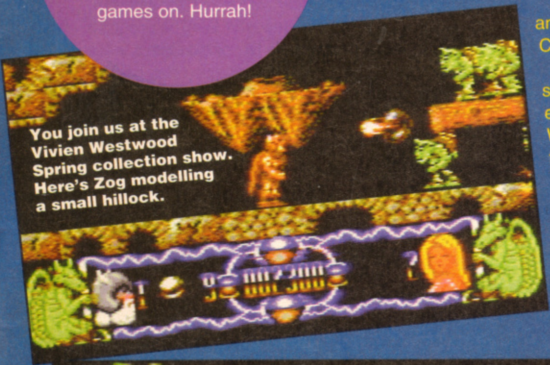
Personally, I'd think about looking behind you mate!



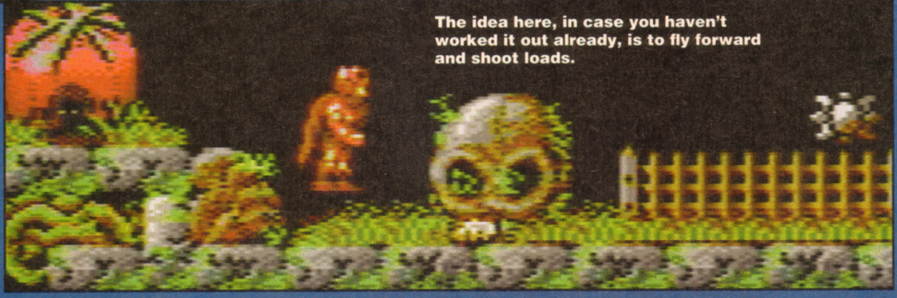
Those words that depress mortal man more than any other. The finality of it all.

WHAT A BARG

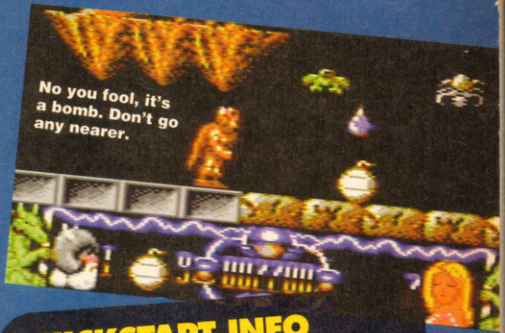
This month's tape is the longest ever. We've had to increase the tape size four times to fit all of these games on. Hurrah!



You join us at the Vivien Westwood Spring collection show. Here's Zog modelling a small hillock.



The idea here, in case you haven't worked it out already, is to fly forward and shoot loads.



No you fool, it's a bomb. Don't go any nearer.

QUICKSTART INFO

Side Two • Tape Count 000 • Joystick port 2

UP	Move forward.
DOWN	Drop back.
LEFT	Move left.
RIGHT	Move right.
FIRE	Fire.

Other Info........To pause press RUN/STOP.

Tape to disk

If you're lucky enough to own a disk drive and want to use it as well as admire it, then you can get hold of this month's Powerpack on disk. Simply cut out the token on the tape inlay card, write your name and full address on a piece of paper, pop 'em in an envelope with a cheque or postal order, made out to Ablex Audio Video, for £1.50 (to cover duplication costs) and send it to:

CF 42 Tape To Disk
Ablex Audio Video Ltd.
Harcourt Halesfield 14
Telford
Shrops. TF7 4QD.

So I said to her, 'Deliver that! I'd have more luck delivering you from the ways of Satan'.

SNIPPETS

Wake up, and find out what's going on in the world of your computer – it's the C64 data set.

ALL THE FUN OF THE FAIR

For anyone out there who's mad keen on electronics, radio rallies and the likes, the Spring All Micro Show, Radio Rally and Electronics Fair will be held on Saturday 16th April, from 10am to 4pm, at Bingley Hall, Staffordshire Showground, Weston Road, Stafford. If you can't get the hang of road maps, it's on the A518, the Stafford to Uttoxeter Road, and signposted by the very lovely AA from junction 14 on the equally gorgeous M6.

For your £2 entrance fee, you'll get to wander round over 70 trade stalls, covering just about every format available, park completely free of charge, sit in the licensed bar, and eat in the cafeteria. For further information, contact Sharward Services on 0473 272002, or fax them on 0473 272008.

YOU SEUCKER

A new user group has just emerged especially for all you ardent users of the Shoot-'em-up Construction Kit – if you want more information, some of the best SEUCK games around, or you want to submit your own work to the masses, try contacting them at SEUCKers, 12 Arthur Avenue, Caister on sea, Norfolk, N230 9DQ.

WE REALLY ARE SO VERY SORRY

The response we got from last issue was massive. It's usually big anyway, but this time, we had lots of concerned readers ringing us up, wanting to know what had happened to their three reader games. The problem was that though they were mentioned on the cover, they never made it onto the tape. For this reason, we've given you a full half hour of covertape this month, to make up for your loss.

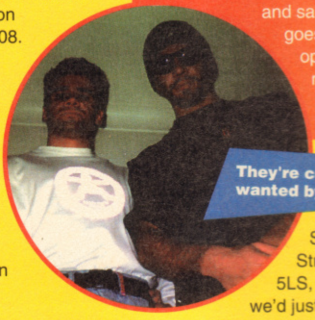
If anyone really wants to know why this all happened, it's a long story. When we prepare a covertape, we buy up huge ammounts of tape on massive reels. These reels are then recorded on, and cut up into single-tape lengths. The big problem game when we found out that the ordering process had gone haywire, and we didn't have enough tape for the extra reader games. Unfortunately, we'd already sent the cover to the printers at this point, and calling it back to change it would have meant your favourite Commore Mag would have been a whole two and a half weeks late onto the shelves. Again, we're really sorry, but this month's moster tape should have rectified the situation.

SOFTWARE EXPRESS

Just when the doom-merchants were screaming that the market has well and truly died, a new mail order company started up, called Software Express, dealing in C64 software. You can receive a full software list by ringing them up or writing, at Software Express, 68 Telford Street, Inverness, Scotland, IV3 5LS, (0463) 240168. Here at CF, we'd just like to welcome them to the scene, and wish them every success in the future – it's nice to know that other people have faith.

MORE MAYHEM

The last time we here at CF spoke to the Rowlands boys, they were sounding pretty pleased with themselves. We didn't think anything of it at first (after all they have produced a game that recieved a 100% rating), until they let us know that they've already sold over two thousand copies, and sales aren't slowing down. It just goes to show how much the opinion of Commodore Format really counts in the readers' minds. Most excellent guys!



They're currently wanted by the NYPD.

WILLY WONKA

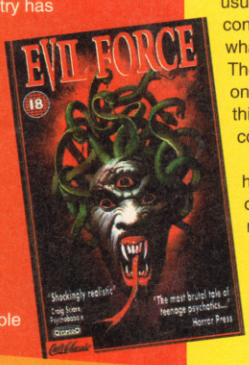
D'you remember the story of the chocolate factory and the golden tickets? Here's your chance to games, by simply doing absolutely nothing! Over the course of the next few months, there will be ten winning tickets inserted into magazines as they're printed. This means that every month, there'll be ten winners of tape or disc software. Wow and indeed gosh, eh readers? We'll be printing a password on the card and the first person with a winning card to phone in gets the prize (provided they get the password right of course). Keep your eyes peeled for your card. It'll probably start off in issue 43. Happy hunting. CF

VIDEO NASTIES?

You can't have failed to hear about the debate that's been going on for the last year about violent video games. It all started with that little known arcade coin-op – Street Fighter 2. Some kids played this game, thought they were hard in real life and started kicking the hell out of each other. What with the release of ever more violent (and for that matter, realistically violent) games, the powers-that-be have decided to do something about it.

The computer games industry has decided to regulate itself and after February the 9th, you'll find that games are being censored and rated. What this means is that excessively realistic violent video games might not get released. Moreover, video games will be rated (U, PG, 15, 18) just like films. So that if you're 13, you won't be able to buy a 15 or 18 rated game. This isn't going to affect the C64 marketplace too much, but it will affect the console games you buy and the coin-ops you stuff your 50p pieces into.

No doubt the television and newspaper media will have made a big song and dance about this industry self-regulation – there'll be analysis pieces in the Sunday supplements, critiques in the glossies and articles in the magazines, but will it affect your gaming? We like to think not. Computer games have been more about comic book violence than the real variety.


EVIL FORCE
18
"Shockingly realistic"
Craig Score, Psychobabble
"The most brutal tale of teenage psychotics..." Horror Press
Cult Classic

Video nasty or video tasty? The censors will decide from now on.

SNIPPETS QUIZ

Have you been paying attention so far in the issue? If you think you have, then answer these questions and send them to the addresss below. First out of the hat on the day we write the next news page wins a free game.

1) Who drew the Arty Party Piccie of the Little Mermaid from the Disney film?
2) What score did Robocod get?
3) What are the , fifth and ninth games player's commandment?
4) What's at number seven in the charts?
5) What star sign is featured on the boxout under the powerpack?

Send your answers to Snips Quizl, Commodore Format, 30 Monmouth Street, Bath, Avon. BA1 2BW.

ELSPA PENGUIN CHARTS · COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS

CHARTS

TOP TEN

	Title	Label / Price	Review	Score	Move
1	STREET FIGHTER 2	KIXX £5.99	CF10	90%	
2	WWF RAMPAGE	HIT SQUAD £3.99	CF33	88%	▲
3	OUTRUN EUROPA	KIXX £3.99	CF32	80%	▲
4	ADDAMS FAMILY	HIT SQUAD £3.99	CF34	93%	▲
5	JACK NICKLAUS	HIT SQUAD £3.99	CF26	80%	▲
6	CREATURES	KIXX £3.99	CF26	94%	▼
7	ROBOCOD	KIXX £3.99	CF42	88%	▲
8	TRIVIAL PURSUIT	HIT SQUAD £3.99	CF26	80%	▲
9	FLIMBO'S QUEST	KIXX £3.99	CF39	72%	▲
10	WRESTLEMANIA	HIT SQUAD £3.99	CF33	50%	▲

1
PLAYER 1
PLAYER DHALSIM

CHART FACTS

As Wrestlemania grapples its way back into the top ten, a nation of C64 fans chorus "Why? It's completely crap!" That's merchandising for you.

0	Disc games – you tape owners are a lucky lot.
1	Cyberfish, on page 23.
3	Beat-'em-ups. You still haven't got over this violence thing, then...
9	Budget games costing £3.99.

THAT WAS THE MONTH THAT WAS: MARCH 1991

1	*Teenage Turtles*	(Mirror)
2	*Hollywood Collection*	(Tronix)
3	*Golden Axe*	(Virgin)
4	*Dizzy Collection*	(Codemasters)
5	*NARC*	(Ocean)
6	*Total Recall*	(Ocean)
7	*Robocop 2*	(Ocean)
8	*Shadow Warriors*	(Ocean)
9	*IS Super Off Road*	(Virgin)
10	*Midnight Resistance*	(Ocean)

10 MOST HATED READER CALLS TO THE CF OFFICE:

- "My covertape doesn't work."
- "My covertape does work, but I can't figure out how to use the thing."
- "Everything's fine with my covertape, but I refuse to read the pages to find out what to do with it."
- "Can I have Lisa's phone number?"
- "When's my reader game going to be on the tape?"
- "Why is this issue three weeks late onto the shelves?"
- "Can I buy a copy of Mayhem, please?" *"Sure, but why are you asking us?"*
- Amstrad Action readers who won't leave Simon alone.
- 100s of other bored Future writers who want to use the C64.
- Hutch's agent finding out what time he'll be going to the gym.

REPAIRS AND SPARES

C64 Repair	£19.99
C64 Datasette	£24.99
1541 Drive Repair	£34.99
Parallel Converter	£19.99
C64 Manual	£4.99
64 Slimline Case	£7.99

PARTS	
Sound Chip	£5.99
Vic Chip	£7.99
6510 CPU	£5.99
6526 C.I.A.	£5.99
Other P.O.A	

For a speedy repair send computer and covering letter. 3 month warranty included. To order any of the above send a cheque/P.O. or phone credit card number.

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Access

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DO YOU SUFFER WITH C64 TAPE LOADING PROBLEMS?

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All prices include VAT and P & P ■ Orders by cheque or PO only ■ Send an SAE for full price list ■

REPAIRS:	
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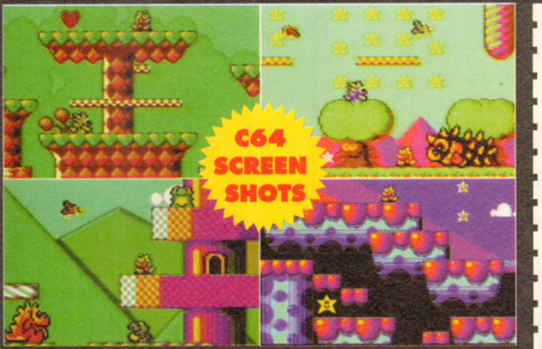
MAYHEM
IN
MONSTERLAND

From the makers of Creatures and Creatures 2 comes probably the greatest platform game ever created for the C64; Mayhem in Monsterland is an intriguing blend of fast, frenetic platform action, with five wickedly cute levels to explore. Featuring the cutest dinosaur ever to emerge from the Jurassic period, you'll soon forget all about Italian plumbers and spikey blue hedgehogs.

It's a Corker!

★ First video game to receive 100% ★
★ Super-fast full screen scrolling ★
★ Fully interactive soundtrack & SFX ★
★ Amazingly detailed graphics ★
★ New non-standard colours ★
★ Not available in ANY shops ★

COMMODORE FORCE HURRICANE HIT!



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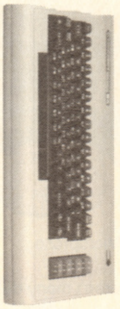

CF

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(WTS reserve the right to refuse machines that in our opinion are beyond reasonable repair. Full charge applied).

Hey you! (Who me?) Yes you! Check this out...

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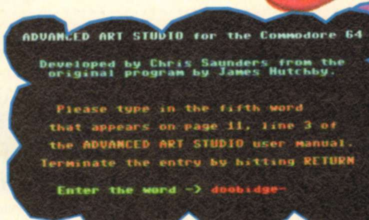
HEAVEN

Simon and Hutch decided to go off in search of the land where games go when they die. They managed to file this report from the front–line...

That's right – we've seen the other side. It wasn't difficult, as the Pearly Travel Company arranged a nice guided tour for us. We stood and watched as judgement was passed by the great reviewer in the sky, and as contented, serene packages passed through the disc slot into eternal use, and as bugged, poorly designed widgets fell to earth and beyond, into C64 Hades, where the mighty autofires melted them down for console parts.

First, we'll tell of the bits and pieces that made it through the slot, though, and now reside in gaming heaven, where they're cleaned regularly, stored in the proper boxes with the leads all properly wound with elastic bands keeping them in order and each (verily) with their own plug socket.



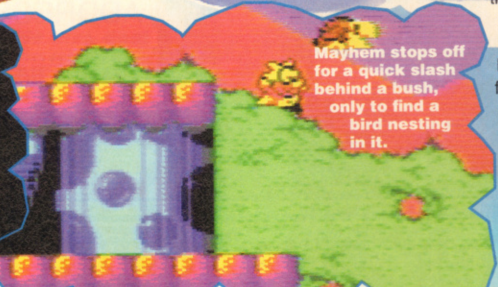
```
ADVANCED ART STUDIO for the Commodore 64

Developed by Chris Saunders from the
 original program by James Hutchby.


 Please type in the fifth word
that appears on page 11, line 3 of
the ADVANCED ART STUDIO user manual.
Terminate the entry by hitting RETURN

 Enter the word -> doobidge-
```

Don't laugh, we lost the manual and couldn't get a proper grab!



Mayhem stops off for a quick slash behind a bush, only to find a bird nesting in it.

IT GIVETH OF ITSELF

The ancient C64 scriptures (CFs 1 to 12) tell of a red box. This wasn't just any red box, though; and as it passed gradually through the games collection, it gave infinite life to every game it touched, and cured their slow loading syndrome. All went well until King Hayes of the FAST army introduced policies and rules, finally deciding to do away with the Son of Datel. And so the Action Replay died that day so that it could live on in our hearts, minds, and expansion ports, giving our lives the kind of divine light that only comes from blatantly cheating, whether it's necessary or not.

It is whispered up there that though the Action Replay now sits at God's right hand, its career moves weren't exactly orthodox, but they speeded its progress up no end.

PILLAR OF FAULT

Other tales tell of a pillar of fault, so called because all the shapes didn't quite match up, and there were holes all about the place, in positions you'd never be able to get to again, like directly under one of those long red bits, or something.

Seriously though, if there's one title with a place assured among the honoured dead from the day it was conceived, it's *Tetris*. The idea of a computer game that, because of its simplicity in both program and concept, could run on any computer yet still be the most addictive game of all time is probably the most pure, Christian, and immaculate concept ever.

Don't bother with the seances, though – you can still see one of its many children in any PD library, or in the official versions (as the original was written in Russia for children with learning difficulties), so repent now, and have a go, though try to avoid those heretic imitations that add silly shapes and put stupid extra levels in.

RAINING CATS AND MICE

On being banished from the temple of light, it's said that the second count of Duckula had a mighty stroppy temper, and bought a plague of mice upon the town. And the citizens of the holy city saw that they were good, and that they really made art packages a doddle to use, allowing the good people to draw freehand pictures with smooth, flowing ease.

Mice are available from just about anywhere. The best, though (and the one that's guaranteed to work with your machine) is the mouse that comes with *OCP Art Studio*, and is still available from Datel on (☎0782 744707).

AND HE ENTERED THE TEMPLE

Those of you who're more familiar with your biblical studies will remember a young carpenter yob who

HEAVENLY FIRE

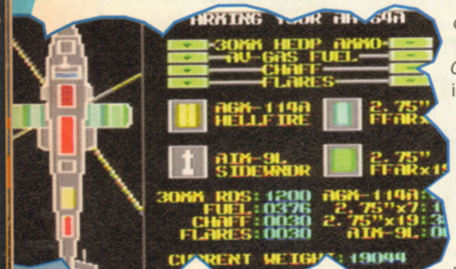
There are some software houses who specialise – they create games in a certain genre because it's what they do best. Epyx created loads of multi-event sports games, Ocean relied on licensed product, Magnetic Scrolls created adventure games and Microprose produced the best simulators around.

Of all their creations – and there weren't many duff ones – the one that sticks in my mind is *Gunship*. This still gets loaded up for a play with regularity, and it's not hard to see why. *Gunship* had state-of-the-art graphics, enormous depth and immense long lasting value.

The game's a helicopter simulator based on the American Apache strike helicopter. This bristles with the technology of warfare be it offensive or defensive. It's learning to use all of this at the right time that the game's about.

The idea is to rise up through the ranks from Sergeant to, ermm, Top Gun by successfully completing missions. These might involve blowing up a convoy or destroying an enemy HQ, but unless you fly stealthily and only fight when you absolutely have to – you'll end up as so much pizza on the roof of the jungle.

There's no two ways about it – Gunship's a slice of heaven.



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ARMING YOUR AH-64A
-30MM HEDP AMMO-
-AV-GAS FUEL-
-CHAFF-
-FLARES-
AGM-114A      2.75"
HELLFIRE      FFARx
AIM-9L        2.75"
SIDEWNDR      FFARx1
30MM RDS:1200 AGM-114A:
    FUEL:0376  2.75"x7:
   CHAFF:0030 2.75"x19:3
  FLARES:0030    AIM-9L:0
CURRENT WEIGHT:19044
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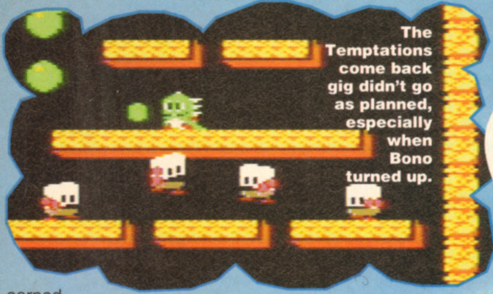
"This is the brand new McQuick TV dinner. Please note the high protein hash browns."


The Temptations come back gig didn't go as planned, especially when Bono turned up.

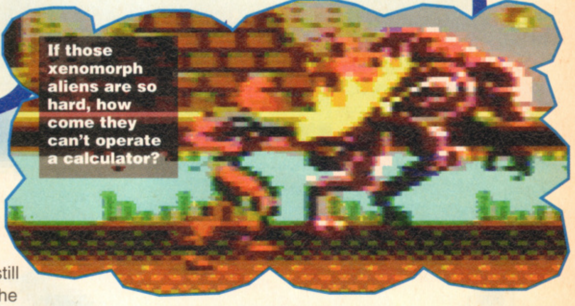
earned himself a bit of a reputation for smashing up public places. The one documented occasion took place in a nightclub called The Temple, when he managed to trash several card tables, a casino wheel and a bar, stopping just short of Derekus.

Derekus was playing on what looked like a keyboard. In fact, it came as quite a surprise to the yob to find out that it wasn't a keyboard after all, but a C64 with a keyboard overlay – a device that, when you pressed a key on the musical keyboard, it pressed the alphanumeric keyboard, and the program did the rest. This heavenly device was produced by the mighty Commodore, and could still be available through the scriptures known mysteriously as 'Buyarama'.

MUSIC OF THE GODS

The right soundtrack can add a lot to a game. It can get you wound up, make you feel all scared, get you itching for battle or even downright sad. The C64's the home of some of the funkiest computer ditties ever to grace a SID chip. These are the ones the angels whistle while they work.

- Monty on the Run
- That Arkanoid tune
- Combat School
- Deliverance
- Crazy Comets
- Head over Heels
- Wizball
- Skate or Die
- 720°


If those xenomorph aliens are so hard, how come they can't operate a calculator?

COMMANDMENTS

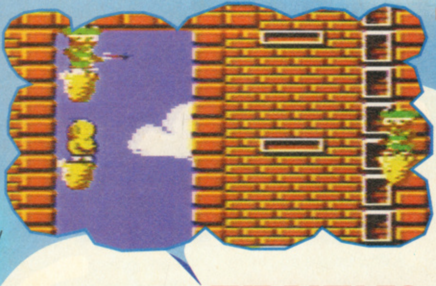
It's quite widely known that the bible was written by a group of priests who, as well as slightly altering the odd tale and throwing in an extra myth or two here and there, also made huge omissions where they thought it necessary. One such occasion was the writing of the commandments on tablets of stone, in which one of the commandments was slightly doctored, as it quite clearly read 'Thou shalt not worship any false idol, and that includes *Mayhem*'. The cover-up was partly because the athletic little dragon wasn't to come into existence for approximately two thousand years, and also because the church, as everybody knows, doesn't like things it doesn't understand.

If you ask me, being dissed in the ten commandments before you were even born is a pretty bad way to get your card marked, as life can't be much fun knowing that somewhere out there is a tablet of stone with your name on it. However, *Mayhem* still has a space reserved in the clouds, the only problems being that as his idea of heaven is jumping on all manner of nasty beasties that, whilst being cute n'all, hurt a hell of a lot, Noah has just found a new full-time job herding mutated dinosaurs from cloud to cloud without any falling off.

> *...One of the commandments quite clearly read 'Thou shalt not worship any false idol, and that includes Mayhem'...*

HUGE BIG INSECTS

Now there's a question – if all good things get into heaven, where do entertainingly violent creature lie?

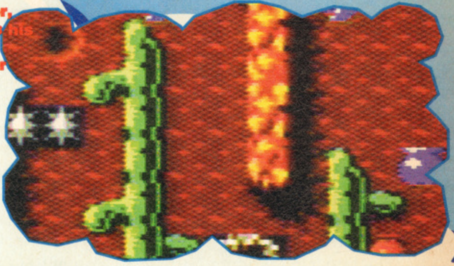

I feel like chicken tonight, like chicken tonight, like chicken tonight... I feel like chicken toni...

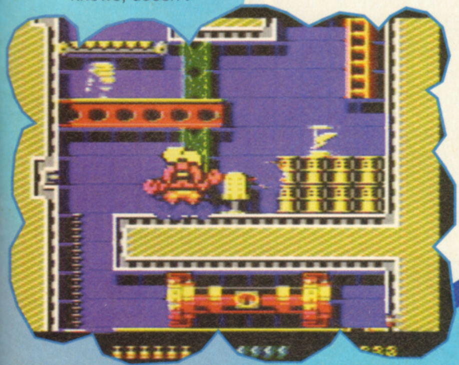
Look at the alien from *Alien* – it goes around horrifically killing people, violating their bodies, punching holes in their chests, and merging them into walls of slimy flesh, but it also entertained a nation, made huge amounts of cash, and made small children so scared that they didn't dare clamber out from under their beds for days. What could be so bad about that?

If you look back to issue 38, you'll read the review of an absolutely incredible game – loads of different weapons such as bullets, flame-throwers, grenades, bombs, and wads of other things to throw at the ever-increasing horde of black insect-like creatures that exploded really impressively. If there's a heaven, there's a huge black beastie running around up there, and if God's omnipotent, there's a baby one whacking its way out of mid-air just over your right shoulder.

CLOUDTOP SYSTEMS

Some sit atop clouds, playing harps, and generally having a serene time of it – some


During a fit of anger, Uncle Fester slams his tie in the door and remains trapped for two weeks.


Government sources revealed today that Chernobyl isn't as safe as was previously thought.

THE PATH TO RIGHTEOUSNESS: 20 ESSENTIAL GAMES

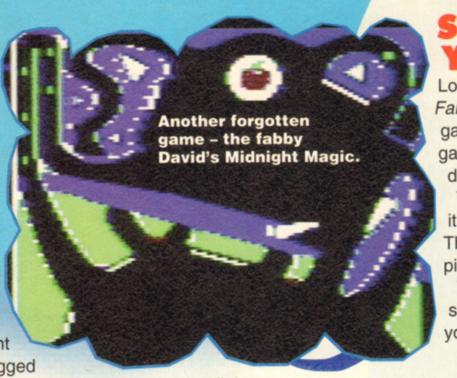
- Addams Family
- Barbarian
- California Games
- Cool Croc Twins
- Creatures II
- DropZone
- Elite
- Gunship
- Lemmings
- Mancopter
- Mayhem in Monsterland
- Nebulus
- New Zealand Story
- Racing Destruction Set
- Rainbow Islands
- Rick Dangerous 2
- Rodland
- Skate or Die
- Stunt Car Racer
- Wizball

OUCH!
ACME PRESS
The privitisation of the Electricit Board has opened up loads of jobs for keen cyclists.

The first mindlessly gory computer game and not a word was written about it in the press.

prefer a slightly more active approach, gunning down alien invasion forces from the planet schlöb and the like. The question is, do you take your C64 with you when you snuff it?

For all those that don't want their angelic ascent to heaven hindered by the bulky weight of a monitor, fear not, as God made the *SX64*. Unfortunately, as a portable computer it would probably break Geoff Capes' knees, so I'll see you in Hades, the weight of the dratted thing having dragged you down there with a trail of heavenly vapour.


Another forgotten game – the fabby David's Midnight Magic.

SHOW YOUR BALLS

Long, long before games like *Sonic Spinball* or *Pinball Fantasies* had even been remotely considered, there was a game called *David's Midnight Magic*. It was a pinball game which attempted to recreate the actual feel of a pintable and it did it very well.

The actual graphics were a bit on the bland side (it actually looked like it had been knocked up in the Pinball construction kit) but that didn't matter. The way the ball moved meant that you had to learn the way to play pinball for real – if you wanted to do remotely well that is.

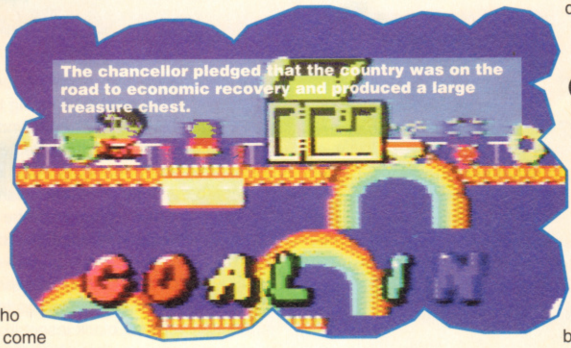
There were loads of little bonuses to pick up, two sets of flippers, some loops and even a captive ball bit. Load up *Midnight Magic* and you'd lose the weekend. Definitely one to take up to the cloud.

ST BUB AND ST BOB

What would eternal light be without probably the best series of games ever? Unfortunately, *Parasol Stars*, the third game in the trilogy, never made it onto the C64, but we did see the likes of *Bubble Bobble* and *Rainbow Islands*:

Bubble Bobble is an odd game – it features Bub and Bob (who're cute) trying to put right the fact that they're dragons (cute dragons, though), and journeying through a serial level land, in an attempt to defeat some evil villain (who looks quite cuddly, come to think of it), and collect loads of points in the process. In line with the hideous theme, the bad guys (who're cute) are killed by being trapped in cute bubbles (and floating around inside in a cute fashion), with those bubbles then being burst (death by depressurization, er, cute).

Rainbow Islands is one of the best platform games the C64 has ever seen – it's fast, fun, and full of rainbows. The game features Bub and Bob, two little blokeys who're firmly on the outside of any dragon suits, and wanting to stay that way, journeying through a set of islands with nothing to help them but the extraordinary ability to vomit rainbows on demand. Strange.



The chancellor pledged that the country was on the road to economic recovery and produced a large treasure chest.

COMMING DOWN TO EARTH

Modems would tempt even the most saintly person. The reason these little boxes are so damned tempting is because of all the free software – it's easy to put a huge phone bill at the back of your mind when you're spending 48 hours solidly downloading games. Unfortunately, when BT decide to send you letters with lots of pretty colours on them (usually red), they're a little harder to ignore. Heaven, then, won't contain money – just a phone line, with someone else paying the bill (Midas, most probably). It'll also be chock full of those funky neon telephones with the odd ring.

CLOSING DOWN

So, we'd like the odd sexy game, we'd quite like a modem and we're big fans of any hardware which enables you to cheat. Just your ordinary everyday computer fans really. But before we take the down escalator to hell, here are a few of the luxury items that we'd take with us to help us play all those games:

- Fox's Classic Cream biccies.
- Baywatch
- Cadbury's Ripple
- San Marco Pepperoni Pizza
- Drew Barrymore
- Jaffa Cakes
- Coco Pops
- Any Sony hi-fi equipment
- Scalextric
- Reebok trainers
- Batman cartoons
- BPM
- Sunday roasts
- Night buses
- Budweiser
- Wotsits
- Laguna beach
- Gap jeans
- Nescafé Gold Blend
- Peugeot 205 GTi
- Heinz Ketchup

HEAVENLY HELL – CAST YOUR VOTE

Do you disagree with what Simon and Hutch have to say about the best and the worst of the C64? Do you reckon they're spot on, obviously mad or just plain senile. If you've got an opinion then cast your vote. We'd like you to pick out your three favourite games, your favourite utility, your favourite piece of in-game music and your favourite piece of hardware (not including your C64) and your most hated game. We'll compile all the results and print them in a couple of months. Send your completed coupon to Genial Election, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW. What are you waiting for then, get scribbling.

NAME____________________
ADDRESS____________________
____________________POST CODE__________
AGE__________C64 OWNER FOR________YEARS
FAVOURITE BIT OF CF____________________
FAVOURITE POWERPACK PROGRAM____________________
LAST GAME BOUGHT____________________
FAVOURITE SONG EVER____________________

LE VOTING COUPON

FAVE GAMES

FIRST____________________
SECOND____________________
THIRD____________________

FAVE UTILITY

____

FAVE TUNE

____

FAVE PIECE OF HARDWARE

____

MOST HATED GAME

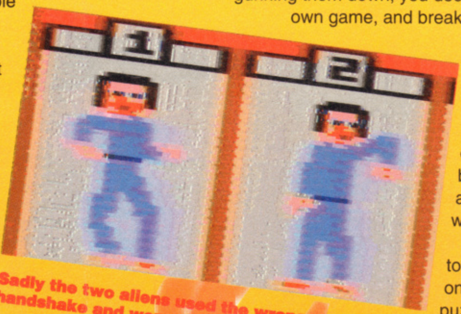
____

HELL

For every up, there's a down. For every plus there's a minus. We'd like to introduce you to the really bad things. These are what give C64 owners a bad case of the trots...

Heaven likes a winner. You know when you go into a burger bar (if you're that stupid) and there's that guy running round at the back yelling things like "Go team, go" and "I wanna see some hustle"? That chap will go to heaven - because him upstairs loves the motivated – it's like going on a hiking holiday in the peak district with twenty PE teachers (though dead people make better conversation).

Contrary to popular belief, hell isn't evil – it's just a place where knobby C64 stuff goes, so pity the devil, as anyone would go utterly psycho suffering an eternity with this lot:



Sadly the two aliens used the wrong masonic handshake and were shot as spies.

KENTUCKY RACING

Before we go any further, there are a few things that need to be explained. Though games don't always have to follow the obvious path, they should at least follow a path of some description – *Kentucky Racing* isn't, no matter what you may expect, about racing in Kentucky. It's actually about a hideous tune playing in the background whilst your dismembered hand throws a ball up a board, trying to get it down one of the holes.

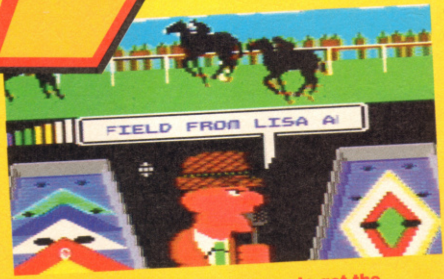
So it's a copy of *Kentucky Ball Throwing*, then. It's also a very bad version of ball throwing, as the ball doesn't follow proper momentum, parabolas or perspectives, and the hand is too high above the surface of the table to aim for anything properly.

In fact, once you've finished laughing at the pathetic rendition of 'Camptown Races', the only vaguely entertaining thing about this game is the opportunity to crack incredibly smutty gags about the way the hand moves.

BREAKDANCE

Like every huge American two week wonder – breakdancing left its rather dubious mark on the world. Teenagers everywhere were running into the centres of disco dance floors and moving in such a way that, were I still in my last job, I'd have moved carefully the furniture out of the way and rung an ambulance after just three minutes.

As well as the youth culture, this cartilage-crunching craze gave rise to a whole genre of music, and a series of films, books, and computer games. That's right – Epyx did a breakdancing sim.



Norman never did manage to get the microphone removed from his nose. He wears it

The game is based around a breakdancing 'posse' known as the Rockets who, by the looks of things, are a racist organisation (the swastikas and all-white army kind of give it away). Instead of giving every racist what they deserve and gunning them down, you decide to beat them at their own game, and breakdance them out of existence. Big threat. Oh dear, someone's going to come up to me and start throwing themselves around in an odd jerky way – I'd better give up this evil life and start spreading warmth, light, and peace.

And so we're subjected to beat-'em-ups where no-one hurts each other, puzzle games where you have to work out other dancers' routines, and freestyle dancing in which your little pixelized blokey jumps around in an attempt to get into the hall of fame.

The road to Hell may be paved with Riks (see page 49), but Hell itself is floored with lino.

THE ALIEN JOYSTICK

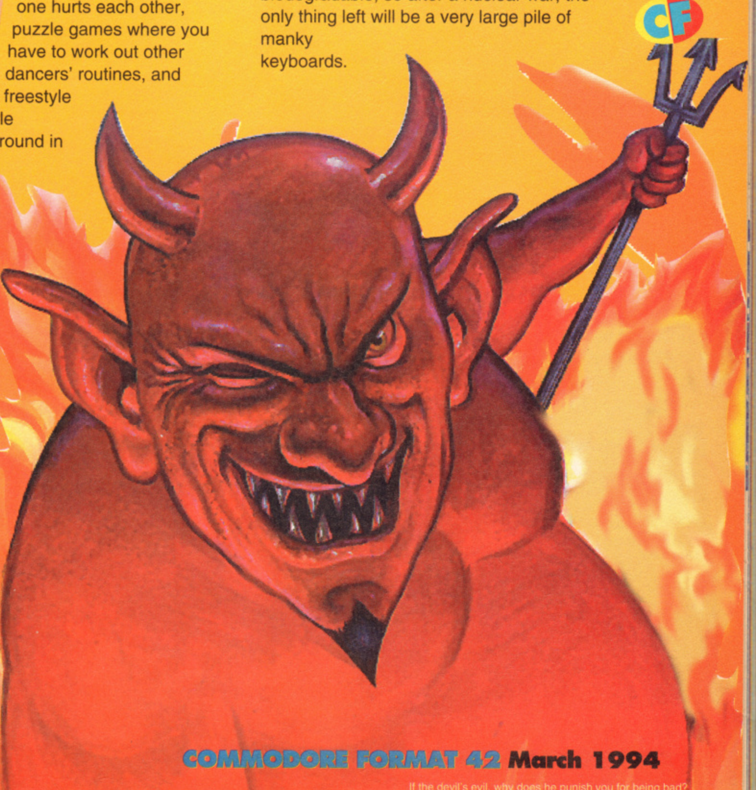
There are certain things a joystick should always be. There a certain things that a joystick should always not be. Get the point? We're talking heavy criteria here. In order to be any use whatsoever, your joystick has to be sturdy, unbreakable, sit firmly on a desk, have a nice long lead, be responsive, with firm buttons (preferably microswitched up to the eyeballs), have a good grip, and weigh more than four mothers-in-law.

What a pity, then, that the Alien joystick is flimsy, fragile, wobbly (it's got a pretty small base and a hu-u-uge stick), with a lead that's always a bit too short. On top of this, it's unresponsive (they're not so much microswitches as light switches), has horrible rattly fire buttons that are so huge you're never sure which bit to press to get the damned thing to respond, and it's so light you forget you're holding it and it slides about all over the shop. The whole concept's flawed anyway, as it's almost impossible to actually get a good grip on the thing anyway, because it's an Alien, and it's all horrible and spiney. It's crap. Burn (or melt) in hell oh product of Satan.

THE C64'S KEYBOARD

Now I realise that there are such things as economies of scale. Anything a company produces has to be as cheap to make as possible or the profit margin gets eaten up. However, I do feel that Commodore could have done a bit better with the keyboard on the C64. It's quite possible the knobbiest, flimsiest, most plasticy, cack keyboard since the Oric Atmos bred with the ZX-81.

I mean, you'd have thought that they'd have someone actually sit down and try and type something in on the damned thing before they manufactured ten million of them. Didn't anybody at any point turn round and say, "But waits guys, this keyboard's about as much use as a one legged man in an arse-kicking competition." Have you ever made the mistake of trying to play a game with the keys on the thing? You invariably die because the stupid keyboard hasn't recognised your key press. What's more, it isn't biodegradable, so after a nuclear war, the only thing left will be a very large pile of manky keyboards.



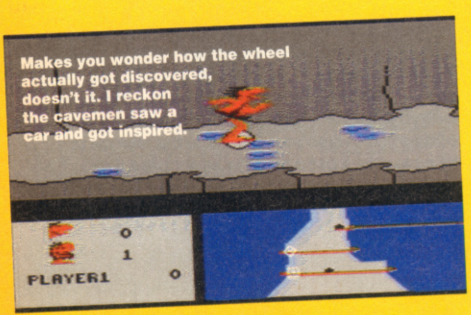
If the devil's evil, why does he punish you for being bad?

TOUCH OF CLASS

It's all very well to sit there and play your latest commercial game, but what about those that were around before your time? Simon and Hutch dig out some golden oldies.

That's right – we're sick of people constantly hankering after new software and declaring the C64 dead because not many commercial games are being released these days, whilst completely ignoring the years and years that went before, producing classic games that live on. So when you get bored of the very latest, why not set the time machine back a few years and shop around?

Bear in mind here that the marks you'll read aren't equivalent to today's ratings – other things have been taken into account, and therefore these are ratings of old games, and how they stand up today.



Makes you wonder how the wheel actually got discovered, doesn't it. I reckon the cavemen saw a car and got inspired.

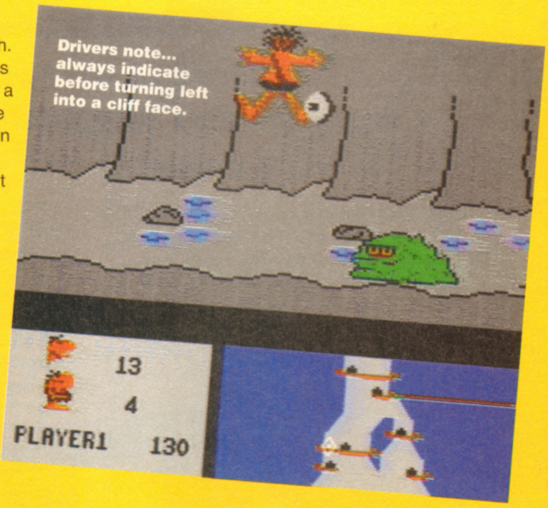
GROG'S REVENGE

Odd little game, this – you play the part of Grog, an excitable caveman on one of the very best stone unicycle, collecting lots of blue things. That's right, this is Grog's Quest For Blue Stuff, and his journey to the bottom of the mountain.

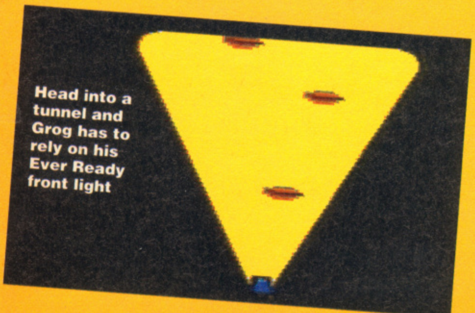
The whole thing starts safely enough, as you gently trundle along a cliff path, collecting bits and pieces. From then on, things get a lot more difficult with huge green slimy monsters, dark tunnels to navigate with only a thin shaft of light (so where, exactly, did this caveman get his hands on a torch?) to guide you, rocks to throw you off, bridges to find, and a ball-crunching drop on one side of your path. This is definitely a game of the old school – no fancy intros, no spinny logos, in fact nothing at all to get excited about, except for the fact that it's fun. That's right – you won't be able to drag your friends round and show off about just how darned wonderful your computer is, but you'll be able to sit there for as long as you want belting some poor caveman along precariously twisty mountain paths, and generally doing all manner of nasty things.

If you want the zenith of computer gaming technology, Grog's Revenge is not going to satisfy you by a long shot. If you want to have a bit of fun with a bloke on a sandstone unethical, though, this could be your bag.

70% – A fun little diversion.



Drivers note... always indicate before turning left into a cliff face.



Head into a tunnel and Grog has to rely on his Ever Ready front light

MANCOPTER

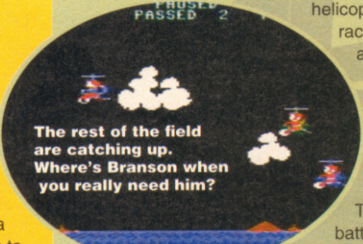
There are classic games that you enjoy because they're classic, and classic games that you enjoy because they're good. Mancopter is the second of the two – we'd never heard of it until we found the disc in the cellar, but in the past three months, it hasn't left my desk, being played at least once a day.

The idea is fairly straight forward, putting you in a pedal powered helicopter, and racing you against several other computer controlled pedal powered helicopter. The gruelling battle takes you over sea (the game's based on the ocean), through treacherous caverns, lightning storms, over oil rigs, past octopuses, and generally past a lot of hard times.

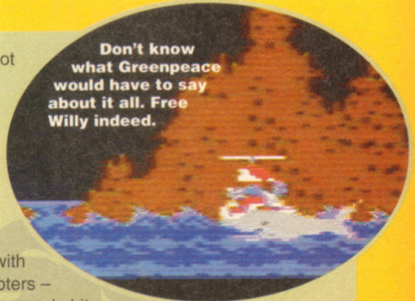
If this was just a racing game, though, it'd be pretty shallow, as not only is your copter faster than everybody else's, but your speed isn't difficult to maintain – you have to hit fire to keep yourself in the air, not in front. The real fun comes, you see, when you start battling with other copters – when two people hit in mid-air, the lower pilot goes crashing into the sea. If that happens to be you (as you go through the game they get better and better at jousts), and you still have a good stock of fish on board, you can tempt a whale to come and lift you high enough to take off again.

Mancopter is a wonderful game. It has every gameplay element you'd want – tactics, skill, timing, hazards, second chances, enemies, and a great feeling when you bump someone off. Its one fault is that the course could have quite easily been a lot longer, giving you more than one course to complete, but once you start developing new tactics, and finding new ways to be nasty to other contestants, you somehow forget about the course altogether. If you spot this in the small ads, snap it up. It's ace!

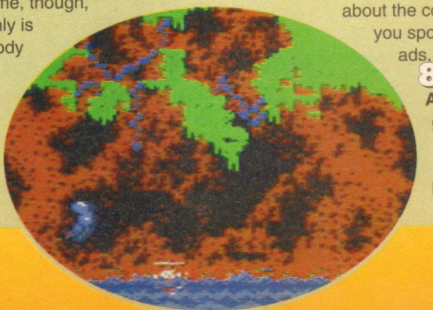
85% – A truly storming game that everyone must play at least once before they die.



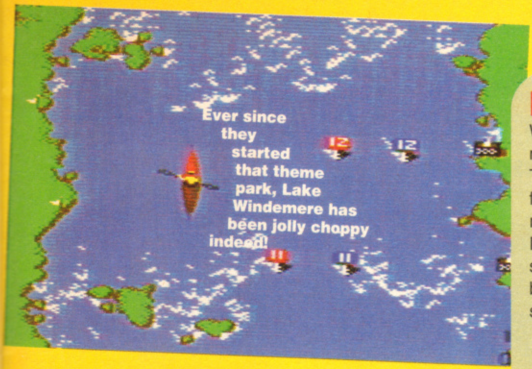
The rest of the field are catching up. Where's Branson when you really need him?



Don't know what Greenpeace would have to say about it all. Free Willy indeed.



Oh no! The entire race field have got lost in a spooky mountain maze!


Ever since they started that theme park, Lake Windermere has been jolly choppy indeed!

CALIFORNIA GAMES

Dear old Epyx have churned out wodges of multi-event games. It all started with Summer Games and ended somewhere around World Games. In between, they managed to simulate every sport except cow-tipping. And they'd only overlooked that in preference to the ancient sport of platypus piping.

California Games remains my favourite of these games for the exceptionally inventive use of sports. You've got a beanbag kicking game, the frisbee, a spot of BMXing, rollerskating, surfing and of course, skateboarding.

For top quality laughs check out the simultaneous two player skateboard race. You and your mate zip down an alleyway, jumping over trashcans, kicking cats and knocking your mate off his board. For frustration value, try the beanbag bit. Here you get points for doing a little spin on your heels while the bag's in the air, for knocking seagulls out of the sky and for doing an odd twitch with your calfs.

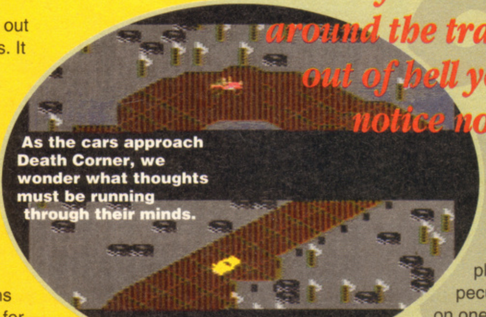
The graphic colour scheme is dead Californian looking – all pastel shades and subdued blues. The sound effects are funky too. Nope, Californian games won't ever age. It's a playable, fun and thoroughly stupid collection of stonking gamettes. If you're offered a copy, reach for your shades, get some sun block on your conk and check it out. It's the most fun you can have with your Bermuda shorts on.

81% – Seriously silly sun, sea, surfing and skating simulator.

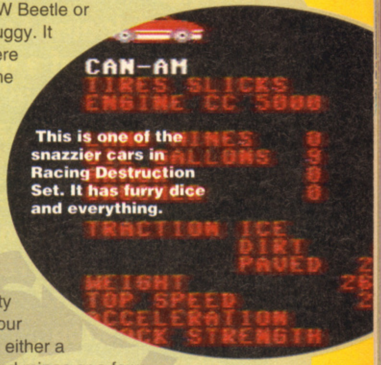
RACING DESTRUCTION SET

Way back in the mists of time (well, 1984 if you must), everyone was churning out racing games. These were usually crammed onto two disks and featured such uninspired locations as a dirt track, a race circuit or a city (say Monté Carlo for instance). RDS was different though. It stood head and shoulders above the rest of the pack, because besides simply winning a race, you could wipe your opponent right off the track.

> *The graphics aren't exactly awe-inspiring, but when you're throttling it around the track like a bat out of hell you neither notice nor care.*


As the cars approach Death Corner, we wonder what thoughts must be running through their minds.

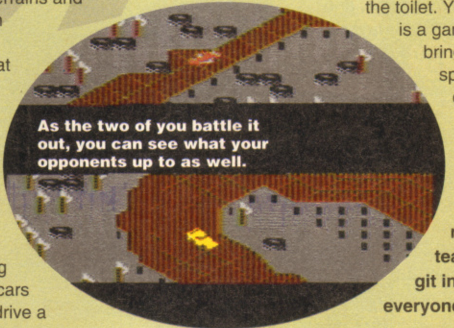
The game can be played on some very peculiar terrains and on one of ten planets/moons. What that means is that the gravity varies. On one planet you might be weighed down and cumbersome while on another you could be light as feather. This variety is complemented by the brilliant variety of vehicles on offer. Besides the normal racing and stock cars you can drive a motorbike, a VW Beetle or even a lunar buggy. It doesn't end there though. Dear me no.



This is one of the snazzier cars in Racing Destruction Set. It has furry dice and everything.

Your chosen vehicle can be tailored to behave as you want it. You can change the tyres, the engine capacity and the armour while adding either a number of land mines or a few gallons of oil. Every thing you add to your vehicle affects how it drives – be to generous with the add-ons and you'll have a car that's so heavy it'll collapse under its own weight.

The game's sumptuously playable. The graphics aren't exactly awe-inspiring, but when you're throttling it around the track like a bat out of hell, you neither notice nor care. Overtake your opponent, drop a land mine, watch them explode up into the air and you'll feel the kind of satisfaction normally only experienced on the toilet. Yes siree, this is a game, which brings out the spoilt kid in everyone.


As the two of you battle it out, you can see what your opponents up to as well.

87% This brill' fender-smashing race game teases out the git in just about everyone. Hurrah!

It's another new series. Over the coming months we'll be looking at long forgotten classics. You can find these games in Buy-A-Rama, at Car Boot sales and in bargain bins. Seek them out, they're fab.

KIK START II

Over the years, Codemasters have release odd and decidedly fruity simulations of everything except pancake flipping. Quite often their £2.99 extravaganzas were a bit on the cack, but when they did get it right, you ended up with a stonking game. Kik Start II is (dare I say it) one of those stonkers.

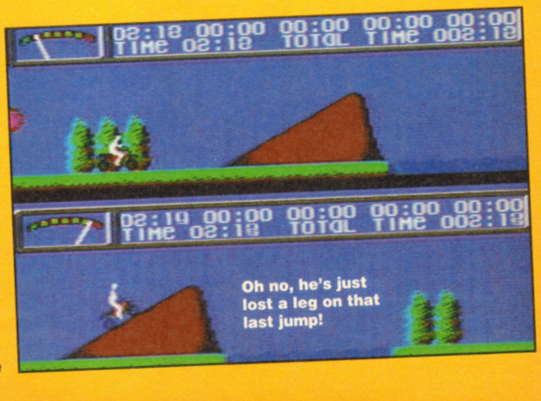
The game's an arcade simulation of motorcross bike riding. It's based on that awful TV programme from a few years back, in which riders twiddled around a course, riding their bikes over cars, very muddy slopes, skips, hay bales and (when things went wrong) spectators. The Codies realised that to simulate it properly they'd need the kind of 3D graphics engine which even today's super-quick consoles don't come equipped with. so, they plumped for a simplistic side-on view of the proceedings.

The game can be played against the computer, but its enormous comedy value lies in doing battle with a mate. There are loads of courses built into the game and you can ride them in any order. In short, it's a game it's jolly difficult to get tired of, even if you are a bad loser of galactic proportions.

The secret to doing well in the game is in judging exactly how fast you can travel over all the obstacles. For instance, it's no use steaming over a gate when you need to dribble along it, but at the same time, you've got to get enough speed up to be able to jump the rather large gaps that crop up all the time! You begin to learn exactly how far you should open the throttle in order to make over all of those daft obstructions which litter the track. The game truly comes alive in two player mode. Here you can see just how well your opponent is doing and you'll be praying he screws up so that you can nip past him, flicking the Vs at him as you do, just to get the finishing post honours. Though it very rarely works that way. Especially if you're me.

No doubt about it, Kik Start II is a triumph of gameplay over ephemera. It's simple, exceptionally addictive and downright, honest good fun. I liked it so much that I bought the company. Not.

80% – You race motorcross bikes across silly landscapes. Life, eh?



Oh no, he's just lost a leg on that last jump!

It's readily available, it's incredibly cheap, it's damned fast and it looks great in a dinner jacket. Simon takes a look at another selection of funky EDOS games.

EDOS YOU KNOW

Welcome to the start of a new series. Here we'll be reviewing all the games to be found on the EDOS system. You'll find these machines in your local John Menzies (or other similar stores). For details of your nearest shop phone (☎0782) 566566.

DIZZY

(£3.99 Codemasters)

The standard practice here would be to start slagging off Dizzy, continue with a few personal attacks on the Oliver twins, bundle it all in a magazine, and sell it to you for £3.95. Maybe I just don't want to rip you off.

When Dizzy first came out, it received a fairly reasonable response – it was a flick-screen puzzle game involving the player as an egg wandering round this odd egg joke orientated world, solving various puzzles and things, and trying to defeat the evil wizard Zaks. It was fun (a thousand reviewers gasp at the blasphemy). What wasn't fun was *Treasure Island Dizzy*, the sequel, which boasted identical gameplay, as did the many thousands of other Dizzy games to follow that. If you're only planning to play one Dizzy game ever, make sure it's the original – it didn't rely on the general egg hype to get itself sold, and actually has some elements of original gameplay in there.

I'm a big kid look what I can do, I can wear big kid pants too. Dizzy looks perplexed.

75%

GAME OVER

(£3.99 Alternative)

It's another Spanish Dynamics game, and what would you know – it's difficult. At least it follows the theme, then. Just like every other Spanish game, it involves lots of lovely chrome-coloured graphics, and a blokey travelling, for most of the time, from left to right, killing things.

The second part involves a slightly more complex theme – I can exclusively reveal this brand new playing tip to the world – to defeat the baddies you have to travel from left to right.

SCORE
002000
PLANET
POWER
GAME OVER

"Oh no dude, like Game Over. I told you we should have taken that right hand turning in Chester town centre."

I think it must just be me – it'd be unimaginable that anyone would release what seemed like at least a thousand identical games that all play in the same way – why would anyone want to do that? It's not as if they vary at all – why couldn't they do anything else?

The Dynamics game, then, is nob. It's too difficult too soon (there's nothing wrong with difficulty, it's just got to increase gradually), and it's no fun.

40%

GHOST HUNTERS

(£3.99 Codemasters)

GHOST HUNTERS
Code Masters

Oh wow – it's the original Oliver twins game, and to prove they do have a fibre of originality between the two of them, this one's got quite a nice gameplay style. Unlike most Codies games, this platform romp needs two players, one of which controls the blokey who spends his time jumping around a set of platforms, while the second player moves the gun sights around the screen, gunning down anything that might be posing a problem.

As far as the Codemasters are concerned, this has to be one of the more playable (and definitely more original) titles in their collection, so I'd advise you to get hold of a copy not only because it's good fun, but also because the odds are you won't have anything all that similar in your collection.

75%

GLIDER RIDER

(£3.99 Grandslam)

There original games, there are unoriginal games, and there are games that become original by combining two older gameplay styles. *Glider Rider* is definitely a good example of what happens when you start melting other games together. You play the part of a blokey on his bike, zooming around an isometric enemy island, with the intention of blowing up a series of reactors placed on said island. The fun really begins, though, when you get your chap to unpack his portable hang-glider, and fly around bombing things, avoiding gun towers (which, funnily enough,

DOUBLE DRAGON

(£3.99 Tronix)

It's all very well to get excited over *Street Fighter 2*, but it's boring, and you're sad. Probably the best new wave beat-'em-up to hit the arcades in years past was *Double Dragon* – the two player arcade game enabled players to kill, maim, and disfigure bad guys with a nice selection of bars, chains, barrels, oil drums, and just about anything else that came to hand, until finally they get round to rescuing the princess they've been battling for. At this point the two players proceed to kick the crap out of each other to determine who gets the girl, and who gets the floor. But then, life's like that.

Don't look know Sidney, but I think that dirty great red car is staring us out... leg it!

85%

Funny you should ask that ... actually the swelling's not gone down for about two weeks...

don't like you bombing them) and generally making a nuisance of yourself. If you want a game with a strong, original idea behind it, this is a definite buy, but the fun factor does tend to wear off after a while

70%

MEGANOVA
THE WEAPON
299 RANGE

MEGANOVA

(£3.99 Alternative)

It's Spanish. You fly around. Yay.

That right folks – in an attempt to break away from the standard Dynamics 'bloke runs from left to right shooting things' style game, they came up with the awesomely original 'ship flies from left to right shooting things concept'.

Amongst other things, this did give them the chance to employ their horizontal scrolling routines (God alone knows why they waited this long).

Having said all this, there's lots of variety in the evil swarm sent out to stop you, and a hell of a lot of new and interesting weapons to try out (all of which are incredibly good at blowing things up). It makes for a snazzy little shoot-'em-up, but it's nothing you haven't seen before in the bargain bin at Boots.

75%

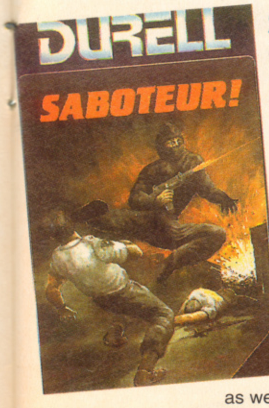
OLLIE & LISSA 3

(£3.99 Codemasters)

Every now and again, a game comes along that exhibits a true originality and style. The idea of this game is to build a car in the garage, by finding the parts that have been littered around the house. *(Like you do – Hutch).*

The game takes the form of a flick screen platformer (the screens don't flick though – you have to go through doors), with so many lovely little distractions (such as telephones that you can use to call for help, in the form of directions), plant pots to look behind, a candle for those dimly lit corridors, and just about everything else you'd want to find in an impressively good platform romp type fing.

85%



SABOTEUR

(£2.99 Elite)

It's all very well loading up a game and being able to run around with a gun blowing people away, but it's all a little impersonal, isn't it? Surely, in the nineties we should have a more interactive, caring fight, and actually get right up to the victim, so he or she feels a little more like an important cog in the machine of life as we clobber them over the back of their head's with a large stick?

Saboteur, I'm very happy to say, follows this example, and features you in the standard 'prime the bomb and escape in the helicopter on the roof' affair. Except that you 've got to do this without a gun – you fight with what you find, but you do have the ability to sneak up behind people and hurt them in unimaginable ways before they get the chance to turn around and blow your brains out.

> ***It's all very well loading up a game and being able to run around with a gun blowing people away, but it's all a little impersonal, isn't it?***

As far as this little number's concerned, it plays a vital role in my collection as the best form of stress-relief since thrash music – maybe you need a little brutal violence in your life? *(About these pills you're taking Simon - Hutch).*

90%

SPINDIZZY

(£3.99 Alternative)

SPIN DIZZY
VINNER

If you've never heard of *Spindizzy*, I pity you. When it comes down to after-hours arguments over classic computer games, it always comes into the limelight. If you've never seen an isometric game, where have you been for the last ten years. Anyway, you play the part of GERALD, a name that actually stands for something, but I can't for the life of me remember what.

Anyway, as Gerald, you are destined to spend the rest of your days wandering round the lonely, baron isometric landscape, flicking switches to do things to the surrounding blocks and lifts in an attempt to collect every single diamond on the map – at least the concept's simple. *(Bit like Gerald then – Hutch).*

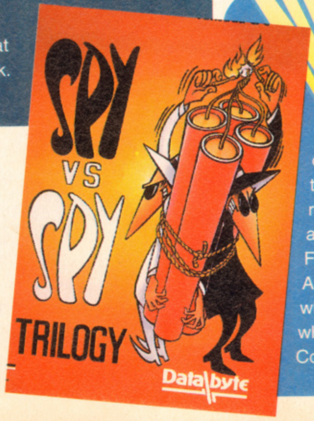
Apart from the occasional bad guy and death-not-quite-defying drop, your main enemy is inertia – you have no way of jumping other than finding a ramp and building up a lot of speed, and no way of stopping once you're on the move other than powering in the other direction (you do have a brake, but after several failed sessions, you'll realise not to use it as it saps vital time).

Spindizzy is a wonderful little game, that definitely deserves a look.

90%

SPY Vs SPY (1, 2, & 3)

(£3.99 Software Business)

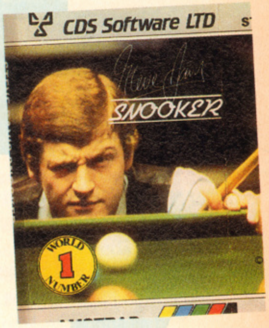


Though these three games are all sold separately, they're all coming under one review, because people would start to freak out if we went through a recursive nightmare style rendition of all three identical releases. Well actually, that's a bit of a lie – *SVS1* was a lovely little game, based on the antics of MAD comic's two secret agents, out purely to kill each other with various devices, traps, bombs, snares, and other tricks. The only problem was that *SVS2* was just the same, with no real modifications as far as the gameplay was concerned.

SVS3 wasn't much better either, so I think the marks will run:

80%, 60%, 70%.

STEVE DAVIS SNOOKER



(£3.99 CDS Software)

Snooker – what a hideously dull game. Nice conversion though. Nice, but dull.

70%

WINTER GAMES

(£5.99 Kixx)

These Epyx games are a laugh. The best way to play them is to get as many mates around as possible and have a bit of hugely competitive joystick waggling. The events are the usual mish-mash of the convoluted and the bizarre.

You've got your standard skiing events – dodge the flags and cut into the corners. Then there's the cross country skiing which combines shooting and walky skiing in an odd manner. The best event's probably the ski jump in which you wrestle with the joystick just to keep your flier upright.

Games like this can't really date. Especially when you see them being released (looking exactly the same on the Megadrive) again and again. Great for deliberate face plants.

83%

NEXT MUNF

The CF reviews team put a new batch of EDOS games through the grinder. If there are any games you'd like us to review in particular then drop us a line at EDOSn't You Know, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. Oh and the person who writes in with the best reason for why Simon hates Dizzy, gets a free Codies Eggy game.

So, we've established that your eyesight's in good condition then!

The Mighty Brain has always felt god-like. Size 12 Doctor Martens will do that for a brain. If you'd like to find out how he gets his boots on, write to him at TMB,
Commodore Format,
30 Monmouth
Street, Bath, Avon,
BA1 2BW.

THE MIGHTY BRAIN

MATURE READER

I'm not going to tell you my age, but my hairs gone grey and in places simply gone! Please help with the following observations and questions if you can *(of course I can, non-believer – TMB)*:-

1 I've only just renewed acquaintance with my C64 after about 8 years and when I go to the shops I find, as every reader well knows, that you can't find any computer games to buy any more. Instead we find all shops stocking these CD games. Now, one very obvious observation that I have made in the past couple of months is the total lack of interest by the general public, in fact the most deserted part of any of these stores is that area where CD games are for sale. I've seen specialist shops open up and not one has lasted more than a month! I've yet to see anyone purchase one of these games! I confidently predict the rapid demise of the CD game scene and then perhaps we'll see the good old computer games back on display.

Paul Woakes clever game was based on Robert Maxwell.

2 Help! I've been playing Mercenary for a long time now and I just can't see how, through logic or luck, that I can progress any further. How do I find the key to the hexagonal doors? Will it help me if I do?

3 I want to buy the best ten tapes available for the C64. What are they? Discounting these: Platform games, Scrolling games, Adventure games!!!

Cyril, Windsor

As for the hair – tell me about it.

1 **Somehow, I don't think you can stop the progress of extremely advanced and saleable entertainment technology as easily as all that.**

2 **The key will most definitely help you, but you'll have to find it yourself – that's what games are all about.**

3 **When you discount them, you don't exactly end up with many games left.**

UTTER MAYHEM

I am writing about Mayhem in Monsterland. I can't seem to get it to load. Can you help?

David Shepherd, Fife

The most obvious solution is to send it back to Digital Graffiti (the Apex boys) and ask for a replacement.

SARACEN PAIN

Hello. This is the second time I've written to your mag but the first letter never got printed so please save me my hair! and print it this time! Please! Please! (Grovel, grovel, slurp, slurp, etc)

Right then here are my very good questions (and also your very, extremely wicked answers!)

1 Do you know that loading screen and loading message thingy, you know the one when you can have a piccy from Saracen Paint on when it's loading. Well if you do then you can tell me if I can have a loading screen on one of my SEUCK games. (I think it's called Loader Maker.)

2 If not how come the creators of Sceptre of Bagdad made their loading screen of Saracen Paint?

3 Do you think Q1 is too long?

4 Is the Action Reply cartridge a very good purchase?

5 What power rating would you give Robocop 3?

6 Are you bored yet?

7 Are there a lot of disk games out for the C64?

8 Can you copy your tape games to disk using the Action Reply cartridge?

9 Where do you come from originally?

10 If you didn't even know about C64s what kind of computer or console would have? (And don't say speccy!)

11 Is this letter too small?

12 Is there any chance of a SEUCK but a side-way scroller comin' out?

13 If not, why not!

14 Are you that polymorph thingy of Red Dwarf? (That thing that can turn into anything.)

15 Is this the most questions you've ever had?

Right that's ya lot.

Tommy Sanders, Oldham

1 **Looks like one for Dr Finch…**

2 **I'd ask him, then.**

3 **Is my answer too short?**

4 **Yes.**

5 **I'm a brain, not a games reviewer.**

6 **I was bored about four millennia ago – don't start worrying now.**

7 **Not really – the industry seems to prefer tapes.**

8 **That's illegal, Tommy.**

9 **My home.**

10 **An Apple Macintosh.**

11 **Believe me, no.**

12 **That's not up to me, is it?**

13 **Because it isn't. I have spoken.**

14 **If I was, wouldn't the name The Mighty Brain seem just a little bit pointless?**

15 **It certainly feels like it.**

Would you dare to give this guy a bad mark?

WH

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UMMM

Dear Mouldy Bum,

1 Do you write other mags?

2 Is there *Nightmare* for the C64. If there is could you tell me where to get it.

3 Why is you mag so brilliant?

4 What is the Mighty Barometer?

5 Ummm…

6 Why aren't you going to print this wonderful letter?

7 What's your fave game?

8 When do you want me to finish this letter, by the way?

9 Why are you not at the front of the magazine like all the others?

10 Show us a picture of your mum and dad.

11 What are your hobbies?

12 Where do you get everything you know?

13 Are you getting bored?

14 Who's your fave in the Commodore Format team?

15 Which planet do you come from exactly?

16 What would you rate Alien 3?

17 When did you start appearing in Commodore Format (I haven't been reading long)?

18 None of the listings I type in work. Is there something I'm not doing right?

19 I've finished.

Philip Thomas, Bridgend, Wales

1 **I orchestrate editorial matters on all the wonderful magazines here at Future Publishing. I've got so much brain power to spare that it's a very easy task.**

2 **There certainly is, I once poured a cup of coffee down the front of mine.**

3 **Because it's written by the most knowledgeable, original and likable bunch of people this side of Orkney.**

4 **The Mighty Barometer is my indication of exactly what's in and what's out. Look on it as an indicator to life. If I say that something's hot, then you can rest assured that everyone will be talking about it.**

5 **Eurgghhh…**

6 **Oh no, a paradox in the time loop. By suggesting in the past that I'm not going to print this letter in the present, you've set off a serious quirk in the time chain. Printing this letter has only made things worse. Civilisation will end next.**

7 **What's yours?**

8 **I started snoozing off about an hour ago, so any day now would be good.**

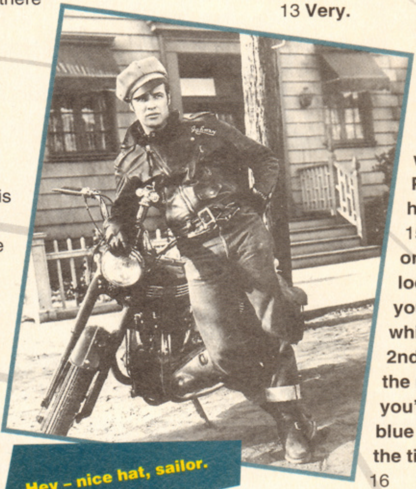
9 **Hutch was trying to make a point. I've taken the matter up with him and he says he'll include me from this issue onwards.**

10 **That'd be tricky. As I've mentioned before I'm actually passing through time backwards, all of which means that my parents haven't been born yet. I could always show you a picture of my favourite motorbike? Would that satisfy you?**

11 **Thinking, pondering, considering and drinking malt whiskey through a curly straw.**

12 **I've accumulated it since the universe exploded in the year 429932. I also keep a small recorder handy to remind me to do things like collecting the laundry or compiling my copy.**

13 **Very.**


Hey – nice hat, sailor.

14 **Well, it would have been Lisa, but she's left the mag know to work on Amiga Power, so it'd have to be Hutch.**

15 **The third on the left as you look at it. Unless you're in Rhyl in which case it's the 2nd one along from the right, but only if you're standing on a blue clarinet case at the time.**

16 **She wasn't as much fun as her sisters.**

17 **I've appeared in it since issue one on my first loop through time. There again, I'm also in the Bayeux Tapestry.**

18 **Turn to page 33 and find out. Andy Roberts explains how to use the cheats there.**

19 **Thank Bilbo. I thought you were going to go on as long as my treatise on the state of mushroom farming in the Dordogne.**

For anyone who's interested in Dordonic history, the initial talks for the final treaty agreement took a record 17 years, and in one case meant that the Dordogne delegate present at the final signing had to be woken to sign on the dotted line.

ADIOS AMIGOS

Ah, how the time flies. One minute you're happily replying to letters, the next you reach this interesting boxette. I, Mighty Brain, am prepared to answer almost any question you care to put to me. If you've got any impenetrable problems, drop me a line at Commodore Format, 30 Monmouth Street, Bath, BA1 2BW. Please don't send an SAE as I cannot reply personally to any letters.

OLLIE'S TRIM

1 Where is *Lemmings*? You said (well, Hutch said) that it would be 'one for the stocking guys!', but which year did he mean '93 or '94.

2 Apex Computer Productions are brilliant! Long live Jon and Steve Rowlands; Mayhem's brilliant. I would like to make one suggestion though – if and when they make Mayhem 2, could they try making it a two player game. Or how about incorporating a level designer so people can design their own levels. That way Mayhem would live forever as new levels would be designed all the time and the interest would never die. Think about it.

3 Could you please tell me where I can get hold of a copy of Starquake by Bubble Bus Software as I had my copy wiped by a rather unfriendly magnet. I tried the phone number on the inlay card but it's been disconnected by BT.

4 Congratulate Ollie on his haircut for me.

5 Why haven't you reviewed *Supremacy* on budget price yet? It's been in my local software shop for five months at the bargain price of £3.99. I'd give it 98% because there's no two player link-up option. It's still a corker though.

6 Please title this letter 'Waiting for the ghost train'. *(Why? – TMB)*

Right, I think I've wasted enough of your page. Please print this letter. Soupy twist!

Tony Gibbs, Herne Bay, Kent.

When asked about his main influences, a few names sprang quickly to Ollie's mind.

1 **Hutch did indeed say that it'd be a good game for Christmas, and we've had a load of letters on the subject. The problem is something called slippage. This is when a software house keep moving back a release date because of problems with the game. Hutch phoned Psygnosis and they told him that it would be out by the end of January. In other words by the time you read this, it should be out in the shops.**

2 **The level designer is a jolly good idea. Not sure if it'll ever happen though because Digital Graffiti (as they're now known) are jolly busy creating a console game.**

3 **Well EDOS don't do it, so your best bet is an advert in Uncle Dave's Buy-A-Rama.**

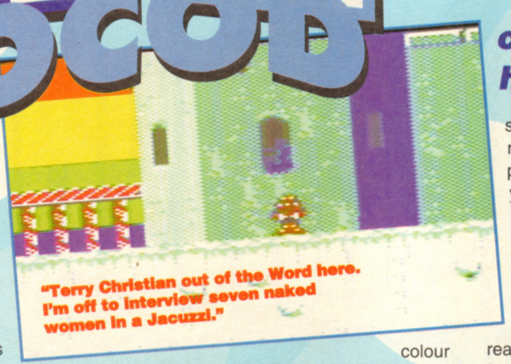
4 **He thanks you heartily, but wonders if you might be taking the Michael.**

5 **Simon didn't even know it was out (he's the one who gets all the games in). Tell us which software house has released it and we'll review it.**

Eventually, mankind will grow gills and return to the sea. It's happening in Rhyl already.

JAMES POND 2 ROBOCOD

When Robocod arrived in the office, Simon broke several people's legs just to get hold of it first; "I haven't reviewed a game in three whole months" he cried. We pitied him. Sorry...

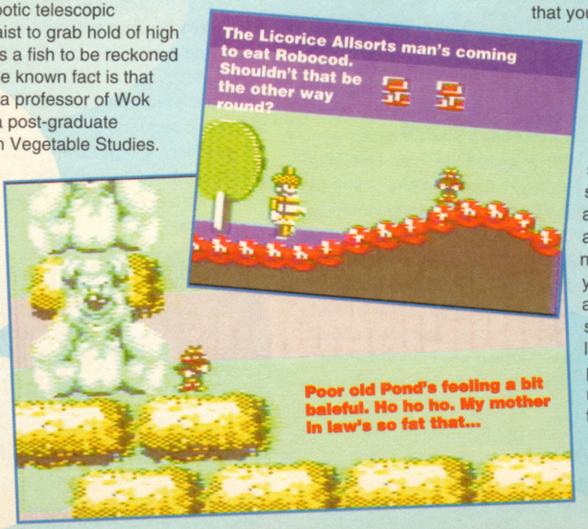


"Terry Christian out of the Word here. I'm off to interview seven naked women in a Jacuzzi."

He's mean, he's green, he's part machine. Right. I'm tall, I'm fat, I don't play tat. Quite frankly, it's going to take a lot more than a jumped-up cyberfish to impress me as far as a final mark is concerned. If this is just another cutesy platformer, I'll have to have serious words with a few friends of mine in some very dark corners of some very rough pubs, mentioning words like 'kill', 'the', and 'programmer'. I think it's time to road test the fish that never sleeps.

When they say Robocod, they aren't kidding – this is one seriously re-built fish, and most of it'd get stuck quite horribly in your throat, only shifting after quite a few cans of WD40. So our robotic fish, as well as being able to walk on his fins, can leap tall buildings (well, piles of marshmallows, anyway) in a single bound, move along rafters using only his hands, and utilise his robotic telescopic extending waist to grab hold of high things. This is a fish to be reckoned with. One little known fact is that James Pond is also a professor of Wok Studies, as well as a post-graduate studying the turnip in Vegetable Studies.

> *James Pond is also a professor of Wok Studies, as well as a post-graduate studying the turnip in Vegetable Studies*



The Licorice Allsorts man's coming to eat Robocod. Shouldn't that be the other way round?

Poor old Pond's feeling a bit baleful. Ho ho ho. My mother in law's so fat that...

Technically, there's absolutely nothing in Robocod to disappoint you – smooth scrolling, an easy control system, good collision detection, fluid movement, and a pretty fool-proof multi-loading system. Artistically, the graphics are clear (with only a very slight tasteless colour match occasionally), the sound effects are complementary rather than imposing, and the map design is clever, explorable, and solvable (I can definitely say that lost' is not a word you'll find yourself using during the game). *(Altough you might use the lovely word poo - Hutch)*

The big question is, then, is it any fun? When you first load it up, this really does look like one of those games that's all very cute and playable, but really incredibly boring. You know the sort, where all the levels are the same and you end up falling asleep. In actual fact it came pretty close – there are times when you'll meet a difficult obstacle that you managed to pass first time round, but proves to be a complete pig on the second, third, fourth, fifth, sixth, and seventh attempt, and there'll be absolutely nothing between your angry finger and the power switch. It looks like the programmers did realise this though, as there seems to be a reward for persevering – at the end of each section there's something new to 'try out' and relieve the boredom, such as an aeroplane, a pair of wings, or a small picket fence, enabling you to see bits of the game you didn't manage to glimpse the first time round. Robocod has one basic flaw, being that it's a relatively easy game with one irritatingly difficult jump or a difficult piece of timing per level. This mismatch of difficulty is irritating – if the programmers are going to make things really easy for me then they can feel absolutely free to, but if they're going to start irritating me by hiding a tarantula in the middle of my candyfloss, I'd much rather be at home with my feet up than at the fair.

It's definitely cute, then, and slightly wacky to boot. That doesn't make it good, though. In fact, games that rely on features like this usually manage to plunge even further down the rating scale. *Robocod* is a good game. There's not much in there you won't have seen before, and there won't be anything in there to keep you playing for centuries to come, but you will have fun, and you'll probably derive some pleasure from a cyberfish with an infinitely expanding waistline. The gameplay does have faults, and the whole thing gets on

JAMES POND 2 ROBOCOD

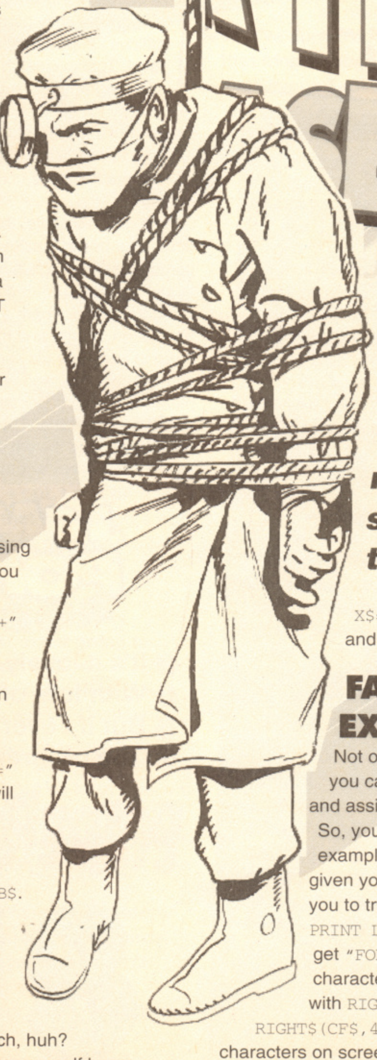
- It's a lovely little game.
- With lots of nice bits.
- But if I ever get my hands on the programmer I'll kill him.

POWER RATING

85%

There's something fishy going on here.

DR FINCH'S CASEBOOK



Expert tuition on all things programming from Jason Finch. This month, the string's the thing...

Since I started tearing out pages of my Casebook, way back in *CF36*, they've all been a bit ultra techie. Originally I was going to explain the importance of location 1 to you this month, and how machine code programmers could get at least an extra 20K of memory out of the humble C64. However, I've decided to postpone that - I'm going back to basics, as John Major would say, and am going to tell you about strings.

STRING THING

Some of you may be wondering what strings are. Well you know that stuff that you tie your conkers to... No, seriously, a string in the computer sense is a load of characters all bunged together in a line. Characters are the individual letters, numbers or symbols that appear when you press keys on the keyboard. So, for example, `"COMMODORE"` is a string of nine letters. Most Basic programs have variables; such as A or B. Commands such as `A=5` tell the computer that the variable called A has the value 5. So if you do `PRINT A*2`, the computer prints 10. They are numeric variables. We are interested in string variables. You give them their values in the same way, but you add a dollar sign (hold down SHIFT and tap 4) after the variable name. So you could try `A$="COMMODORE"`. Now enter `PRINT A$` and see what the computer says.

MORE AND MORE

You can add to a string by using the addition sign. So, once you have assigned `A$="COMMODORE"`, try `A$=A$+" FORMAT"`. Now do `PRINT A$` and `COMMODORE FORMAT` should be displayed. You can add two string variables together to make a new one. So do `A$="COMMODORE":B$=" FORMAT":C$=A$+B$` which will make `C$="COMMODORE FORMAT"`. Check it out with `PRINT C$`. You can also do things like `C$=A$+" TEST"+B$`. If you want the posh word, this is called concatenation. Although you can add bits using the add sign, you cannot use a minus sign to take bits away. Always a catch, huh? Remember to add any spaces yourself because the computer doesn't do it for you. Try `X$="FOR":Y$="MAT":CF$=X$+Y$` and then `PRINT CF$` for the result.

FATAL EXTRACTION

Not only is it possible to add bits, but you can take off certain bits of strings and assign them to new string variables. So, you've got `CF$` from the last example. `PRINT CF$` should have given you `FORMAT`. Two commands for you to try are `LEFT$` and `RIGHT$`. Enter `PRINT LEFT$(CF$,4)` and you should get `"FORM"` - these are the left-hand 4 characters in `CF$`. You can do the same with `RIGHT$` so enter `PRINT RIGHT$(CF$,4)` to get the right-hand 4 characters on screen.

You can use `LEFT$` and `RIGHT$` together to take letters out of strings, or to add new ones. Do `A$="STRING"`. Can you work out how you would get rid of the letter R to make `"STING"` using only `LEFT$` and `RIGHT$`? Try `PRINT LEFT$(A$,2)+RIGHT$(A$,3)` which should do the trick. You can assign that back to `A$` quite easily. Enter `PRINT A$:A$=LEFT$(A$,2)+RIGHT$(A$,3):PRINT A$`. The computer should print out `STRING` followed by `STING`. What you have effectively done is delete that letter.

You can put the letter back using `LEFT$` and `RIGHT$` again. Just enter `A$=LEFT$(A$,2)+"R"+RIGHT$(A$,3)`. Note how you must have the quote marks around the R in the command. `LEFT$(A$,2)` is the string `"ST"`, and `RIGHT$(A$,3)` is the string `"ING"`. So you take the `"ST"`, add the `"R"`, then add the `"ING"` to form the whole word.

IN THE MIDDLE

You've seen how to take individual bits from the left and the right, but what about the middle? Well, there is a command `MID$` which does just that.

It comes in the form of `MID$(A$,S,N)` where `A$` is the string to use, `S` is the start position and `N` is the number of characters to take. So, with `A$` back to `"STRING"`, enter `PRINT MID$(A$,2,3)` and `TRI` should be displayed on the screen. That is because the computer starts at position 2 in the string - the letter `T` - and uses three characters starting from there. If you knock off the last number in the `MID$` command, the computer simply takes all characters from that specified. So `PRINT MID$(A$,3)` will print `RING`; it starts with the character at position 3 and uses the rest of the string. This is useful for chopping the front off a string whose length you are not interested in. You can also extract single characters very easily using `MID$` by making `N=1`.

A TIMELY EXAMPLE

There is a variable that your computer uses called `TI$`, short for `TIME$`. Try doing `PRINT TI$` and see what it says. The six digit number represents the time your computer has been switched on; in hours, minutes and seconds. A better way of displaying it is `PRINT LEFT$(TI$,2);"-";MID$(TI$,3,2);"-";RIGHT$(TI$,2)` which takes each individual section of the string and displays it separately. Unless you should be sat in the middle of a vegetable patch, you should be able to work out exactly why that works. Failing that, I'll print a list of allotments in your area.

NEXT MONTH

In the next issue I'll be showing you these and other string related commands can be put to good practical use in your programs.

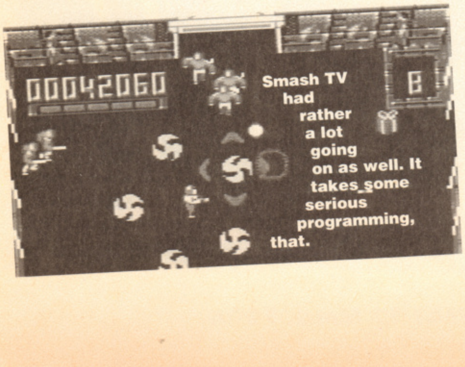
MR PLEXOR

Paul Black's back with the second part of his groovy sprite multiplexing feature. All you codeheads, read on...

The reason for this new stack reserve will become clear when we scan the remaining table and deposit the left over sprites info. This is required for the additional IRQs that are about to be set and the ISR which will reposition sprites and effectively cause the multiplexing of the VICs standard 8 hardware sprites.

```
PHSPT          LDX SPTABLE -$40,Y
               BPL PSHPT0    ;FOUND SPT
               DEY           ;UPDATE INDEX
               CPY MUXTEMP1;MET INDEX?
               BCS PSHSPT    ;NO BRANCH
PSHSPTEND      TSX ;YES SAVE MUX STACK
               STX MUXTACK
               LDX MUXTEMP0;RETRIEVE OLD
               TXS
               INC $D019     ;ACK IRQ
               LDA $D00F
               CLC
               ADC #20       ;RASTER BOTTOM
               CMP $D012     ;OF SPRITE?
               BEQ PSHSPTLATE;YES
               BCS PSHSPTIRQ;NO, BOTTOM
PSHSPTLATE LDA $D012         ;GET RASTER
               ADC #$02      ;SET LATER
PSHSPTIRQ      STA $D012     ;RASTER COMPARE
               LDA #$1B      ;RASTER MSB
               STA $D011     ;LOW
               LDA #SERVMUX&255;SET VECTOR
               STA $0314     ;TO INTERUPT
               LDA #SEVMUX/256;SERVICE
               STA $0315     ;ROUTINE(ISR)
               RTS
               ;
PSHSPT0        LDA SPTX,X    ;PUSH INFO ON
               PHA           ;MUX STACK

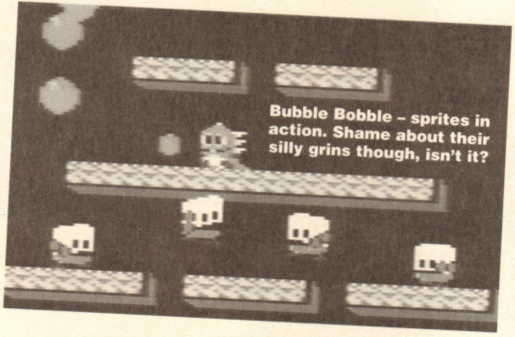

               LDA SPTY,X
               PHA
               LDA SPTCTRL,X
               PHA
               LDA SPTPTR,X
               PHA
               ;
               DEY           ;NEXT SLOT
               DEC NUMSPTAB;REDUCE LIST
               BNE PSHSPT    ;DO REMAINING
               NEQ PSHSPTEND;COMPLETE
SET8KILL       INC $D019     ;ACK RAST. INT.
               LDA #0        ;SET NEW RQ
```


Smash TV had rather a lot going on as well. It takes some serious programming, that.

```
               STA $D012     ;AT LINE $0100

               LDA #$9B
               STA $D011
               LDA #SERVIRQ&255
               STA #0314     ;VECTOR 'ISR'
               LDA #SERVIRQ/256
               STA $0315
               RTS
```

If the routine detects that multiplexing is required (i.e.. more than 8 sprites in the table), these sprites are pushed onto the 'plexors stack and a raster IRQ is set up. This next section of code is the ISR of the multiplexing operation. The routine saves the old stack pointer and recalls the 'plexors' stack pointer. From this stack a sprite is pulled and the current mux'ed sprite is repositioned. The routine then determines whether it should multiplex another sprite (if the rasters finished drawing the next mux'ed sprite that is), or set an IRQ further down the screen (if the raster has still to complete the drawing of the current sprite), or if all sprites have been handled it will initiate another run of the multiplexor routine – all this happens 50 times a second!


Bubble Bobble – sprites in action. Shame about their silly grins though, isn't it?

```
SERVMUX        TSX             ;SAVE NORMAL
               STX IRQSP+1     ;STACK POINTER
               LDX MUXTACK     'RECALL MUX'S
               TXS             ;PRIVATE STACK
REMUX          LDY MUXSPT      ;GET SPRITE
               TYA             CALC AD. OF VIC
               ASL A           ;SPT X/Y REGS
               TAX
               PLA             ;BRING BACK
               STA SCREEN+SPRPTR,Y
               PLA             ;BRING BACK
               STA $D027,Y     ;COLOUR & CTRL
               STA MUXTEMP0;SAVE IN TEMP
               AND #32         ;MASK BIT 5
               BEQ MUXBR4A     ;PRIORITY
               LDA $D01B
               ORA SETBIT,Y;SET BIT
               BNE MUXBR4B     ;ALWAYS BRCH
MUXBR4A        LDA $D01B
               AND CLRBIT,Y;CLEAR BIT
MUXBR4B ·      STA $D01B
               LDA $D010     ;X MSB (BIT 7)
               BIT MUXTEMP0
               BPL MUXBR0    ;CLEAR MSB
               ORA SETBIT,Y;SET BIT
               BNE MUXBR1    ;ALAYS BRCH
MUXBR0         AND CLRBIT,Y;CLEAR BIT
MUXBR1         STA $D010
               LDA $D01C     ;MODE (BIT 6)
               BIT MUXTEMP0;TEXT BITS
               BVC MUXBR2    ;CLEAR MODE
               ORA SETBIT,7;SET BIT
               BNE MUXBR3    ;ALWAYS BRCH
MUXBR2         AND CLRBIT,Y;CLEAR BIT
MUXBR3         STA £D01C
               PLA           ;SET SPT XY
               STA $D001,X   ;VIC "Y"
               PLA
               STA $D000,X   ;VIC "X"
               DEY           ;NEXT SPT
               BPL IRQMUX4   ;TEST RANGE
               LDY #$07      ;RESET TO FIRST
IRQMUX4    STY MUXSPT        ;SPRITE
               TYA           ;CALC VIC SPT
               ASL A         ;XY ADDRESS
               TAX           ;RASTER PASSED
               LDA $D001,X   ;BOTTOM OF
               ADC #20       ;NEXT MUX SPT?
               TSX           ;FIRST TEST STACK
               BMI KILLMUX   ;EMPTY BRNCH
               CMP $D012     ;ANOTHER SPRITE?
               BCC REMUX     ;YES, BRANCH
               BEQ REMUX     ;TES, AGAIN
               INX $D019     ;NO, CHEERS VIC
               STA $D012     ;ANOTHER AT…
               STX MUXSTACK;SAVE MUX
IRQSP          LDA #$00      ;STACK / SELF
               TXS           ;MODIFYING CODE
               PLA           ;RESTORES STACK
               TAY           ;TOTAL RECALL
               PLA           ;OF THOSE ALL
               TAX           ;IMPORTANT REGS
               PLA
               RTI
KILLMUX            JSR SET8KILL;SET FIRST RAST.
               JMP IRQSP     ;RE-USE ABOVE!
               .END
```

Well that's all there is to it! I hope it wasn't too messy! The routine was coded using Laser Genius, but the code is fairly clean so it should be compatible with other assemblers. Also as programmers and dare I say it, perfectionists, you're welcome to modify, improve, optimise and generally muck about with the basic algorithm. If anyone works out how to get 64 sprites moving on-screen, I'd especially like to hear from them. By my calculations you'd need a Cray XMP attatched to the user port.

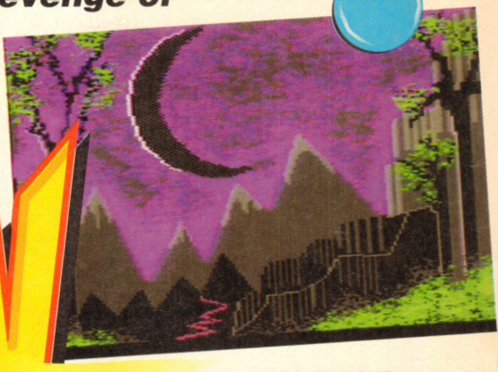
Finally, this article was written using a GEOS-based word processor. Which demonstrates that the C64 isn't just a great games machine, but can also handle serious applications, which I think gives it an edge over the dedicated consoles, long live the '64. Hurrah!

NEXT MUNF

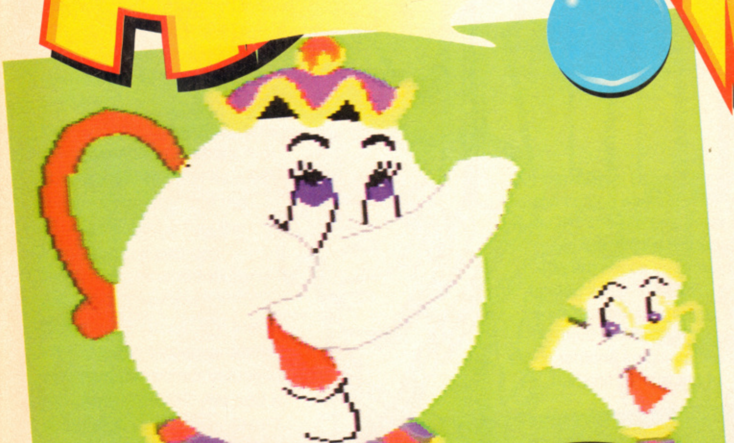
We start a new diary of a game feature with Jon Wells. Paul Black will be back in the near-future with some more techy articles. So in time honoured tradition, I'd just like to say: watch this space, eat your greens and never trust a hippy.

ARTY PARTY

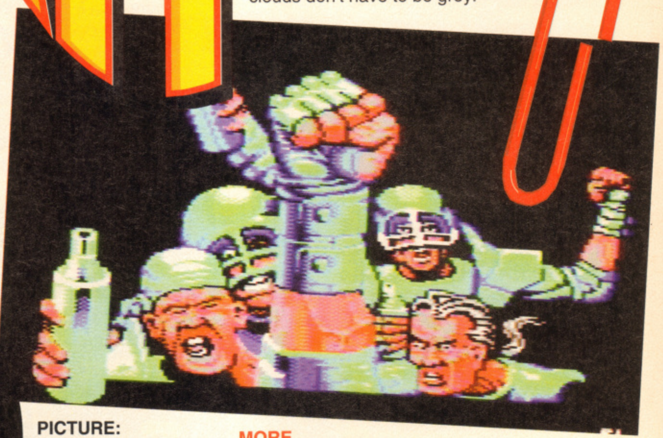
It's back – the revenge of the Arty Party, and Simon's our man with the squint...



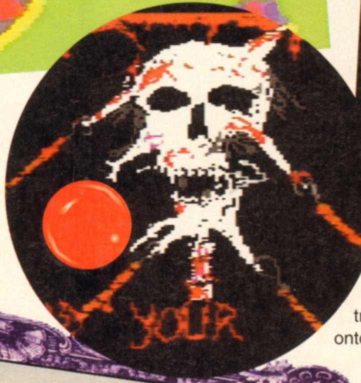
PICTURE: NIGHT
It was a dark and stormy night. Well, a dark, stormy, and purple night. Lots of purple. Somewhere, in a far off tower of a huge, dank, and shadowy castle, the mad professor Attwood sat hunched over his final creation – another picture to send in to Commodore Format, demonstrating that night doesn't have to be black, and clouds don't have to be grey.



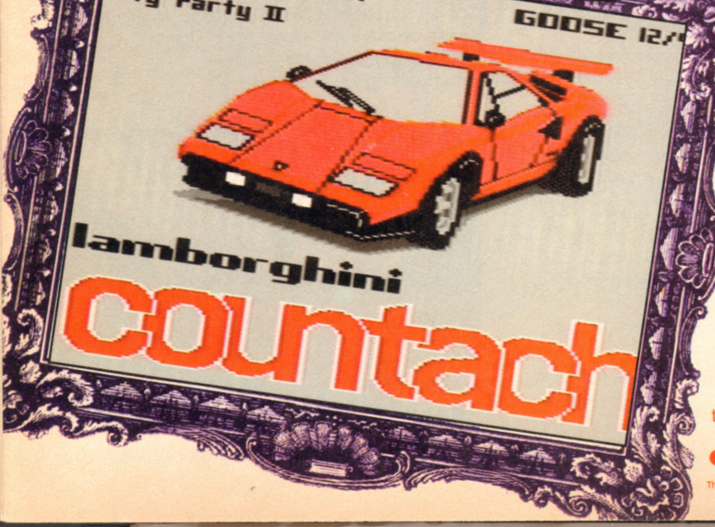
PICTURE: BEAUTY TWO
It's another Beauty and the Beast pic from Wayne Attwood, of a tea set. Wayne demonstrates that it's not always necessary to draw a detailed background – this picture works better with a plain colour, as the characters stand out more.



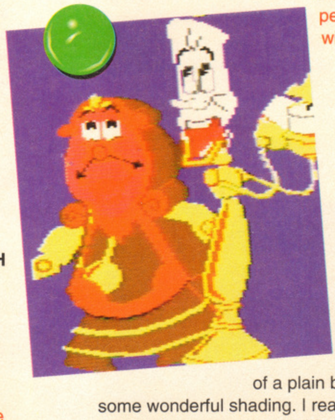
MORE SPEEDBALL
Shading is this man's forte, as are faces, making this picture excellent. It might have been interesting to see a completely opposite colour in there somewhere for contrast, but the whole thing works perfectly well without anyway.



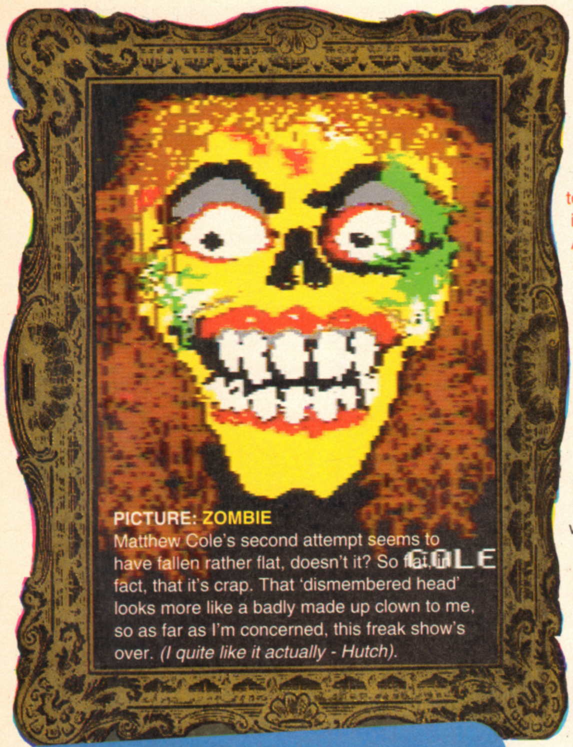
PICTURE: MORBID
I can be fairly sure that if you took a skull, dug hooks into it, and stretched it, transferring the image onto a C64, this is what it would look like – at least he's got the proportions and shape of the skull right. Quiz time; which artist (featured elsewhere on these pages) drew this lovely little image?



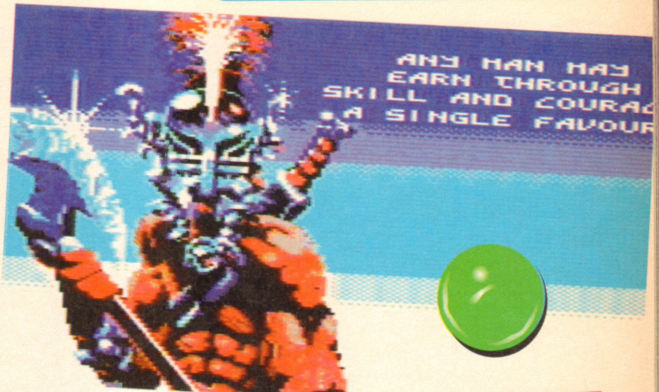
PICTURE: COUNTACH
Paul Gander from Gosport has drawn the classic car picture. Fortunately for him, he's drawn it incredibly well, and has taken the time to give it a shadow, giving the plain grey background a third dimension.



PICTURE: BEAUTY THREE
As a demonstration of what I've been saying, psychic Wayne has provided us with an effective use of a plain background and some wonderful shading. I really hate Disney, though. Worse were the wildlife films you had to endure before the main feature.

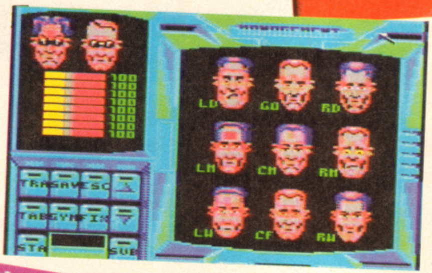


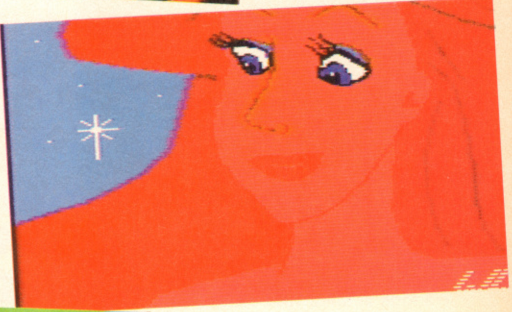
PICTURE: ZOMBIE
Matthew Cole's second attempt seems to have fallen rather flat, doesn't it? So flat, in fact, that it's crap. That 'dismembered head' looks more like a badly made up clown to me, so as far as I'm concerned, this freak show's over. *(I quite like it actually - Hutch).*



PICTURE: GODS
I don't quite know what to say. It's wonderfully drawn, with a lovely little caption, and maybe Patrick Lyons from Co Tipperary ought to think about going into writing American-style comic books for a living? Patrick really knows what he's doing with light – the shaded sky, the glint on the axe, and the shadows on his torso all match up – take note.

PICTURE: SPEEDBALL
Patrick Lyons is back, with his 'we want Speedball 2 for our C64' fan club. Flippin' odd subject matter, but some nice drawings, never the less. Something tells me that he's a fan of Renegade's games!

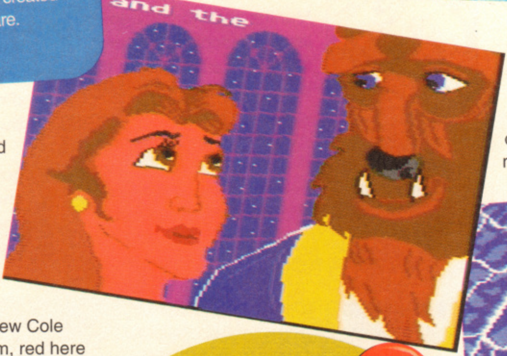




PICTURE: MERMAID
This is a perfect example of how to draw a face – enlarge the eyes, mouth, and nose, and don't bother with finer detail. As we can see, this was drawn before the plastic surgery, kids, divorce, legal battle with the studios, and the scaly little cow getting mugged on her way to the shops for a packet of fish food.

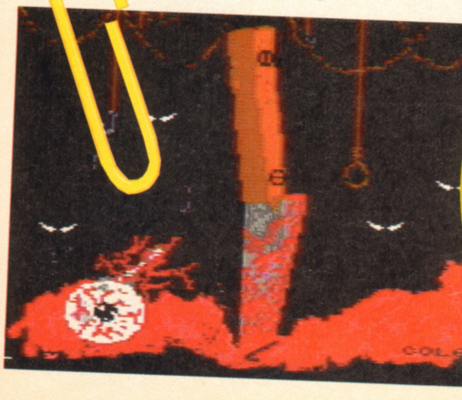
CAN YOU DO BETTER?

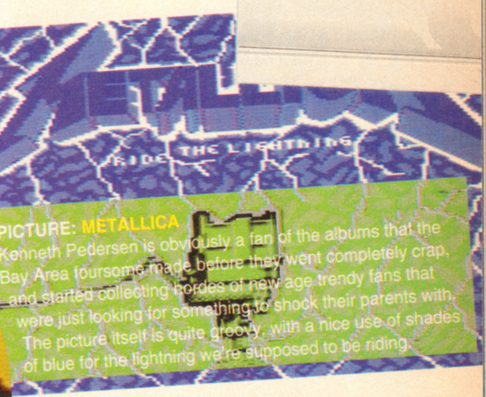
If you think these piccies aren't terribly brilliant then why not have a bash at creating some artwork yourself. Send your pictures in as Saracen format or as OCP format and if we think it's any cop then we'll print it. Include some text telling us how you created your masterpiece and don't forget to tell us who you are. Happy painting.



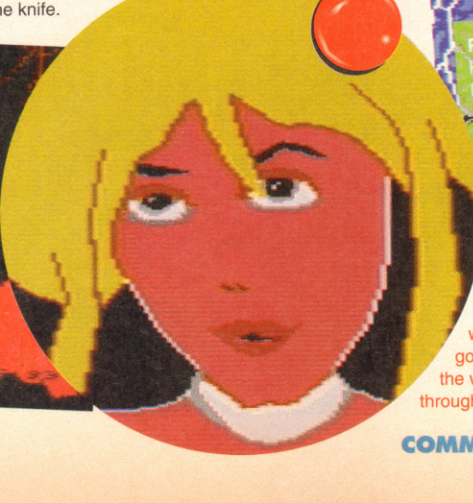
PICTURE: BEAUTY ONE
Wayne Attwood's been to see some Disney films recently. In fact, by the looks of things, he's completely taken with Beauty and the Beast, so much so that he decided to draw them.This picture is an excellent example of the use of shading with only a limited number of colours available.

PICTURE: MORBID
I didn't quite know what to say when this one found its way onto my screen. My first reaction was to throw up, but the bile-churning standard of drawing cancelled out the mind-bending twistedness of the subject matter, and I was left feeling like I'd just been in the way of a herd of stampeding buffalo. If I ever see anything quite this tasteless again, I'm quitting my job, and going after Matthew Cole personally. There's a nice use of, erm, red here with the congealed blood on the knife.





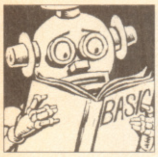
PICTURE: METALLICA
Kenneth Pedersen is obviously a fan of the albums that the Bay Area foursome made before they went completely crap, and started collecting hordes of new age trendy fans that were just looking for something to shock their parents with. The picture itself is quite groovy, with a nice use of shades of blue for the lightning we're supposed to be riding.



PICTURE: GIRLFRIEND
This is Wayne's drawing of his girlfriend, though he claims he couldn't get the hair quite right, and so plumped for a different style altogether. This came as quite a pleasant surprise, as we couldn't see who'd want to spend time with a woman who's got a huge dollop of custard on her head. By the way, do the words 'Cool' and 'World' flash through anybody's mind?

TECHIE TIPS

All your technical problems solved by the hardest working man in C64 business. Step forward and bow, Mr Jason Finch...



A GOOD PLOT

Dear Techie Tips,

1 How do you POKE individual pixels on the screen as opposed to using normal characters or sprites?

2 How do you use the 6510+ Assembler? I have tried everything; is the format the same as the AR cartridge - like A C000 LDA #$10?

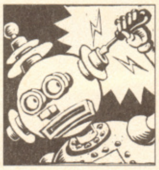
Paul Cardno, Merseyside.

1 In *CF40* there was a program that plotted circles on the screen by POKEing individual pixels, so have a rummage under the bed through two months of unwashed socks. Unless you want the complication of raster interrupts, you need to use a bitmapped screen if you want to POKE any of the 64000 pixels that make up the screen. The relevant routine is made up of a heap of calculations worked out by some maths genius back in the 14th century, even before the C64 existed. Check out lines 500 onwards in issue 40.

2 Have a look at lines 1000 onwards of the program "Public Sector Source Code" in the last issue because that was written on 6510+. Failing that, start up 6510+ and enter the following:

```
10 *=49152
20 LDX #0; THIS IS A COMMENT
30 LDA #42
40 LOOP STA $0400,X
50 INX
60 BNE LOOP
70 RTS
```

Then give the command ASSEMBLE and the code will be read in, in three passes, and put into memory in the right place *(don't you just love technology? – Hutch)*. The asterisk bit of line 10 tells it where to put the code. Enter SYS49152 to try it out. You may find the command TABLE useful, and use the command FORMAT instead of LIST for a better effect.



BLOCK OUT

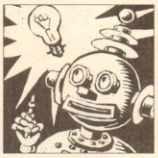
Dear Techie Tips,

Months and months ago you listed a machine code program that reversed blocks on the screen. Is there any chance you could give a Basic version that takes a block on the screen and reverses all the characters in that section. Also, it needs to be able to make them all normal again *(I think 'invert' is the word you're looking for – Hutch)*. Thank you very much.

Paul White, Southampton.

The following program expects the top-left corner of the box to have co-ordinates (TX,TY) and the bottom-right to have co-ordinates (BX,BY). If the "OR 128" on the end of line 50 is made to read "AND 127", the routine will un-reverse all characters in that block.

```
0 REM BLOCK OUT BY J.FINCH
10 TX=8:TY=5:BX=25:BY=17
20 FOR Y=TY TO BY
          30 FOR X=TX TO BX
          40 S=1024+X+Y*40
          50 POKE S,PEEK(S)OR 128
          60 NEXT X
          70 NEXT Y
```



THE BEAST WITHIN

Dear Techie Tips,

1 How can you create an auto-run file on disk?

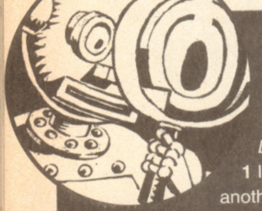
2 Can you have directories within directories on a disk?

A.N.Other, England.

1 Remember when my Casebook was all about tape loaders? Well, there was a bit in there about creating auto-run files on tape. The same principles apply to disk - you have to write a program that loads such that it overwrites the warm start vector. Then when it would normally return to Basic it jumps to your routine and automatically starts.

2 The only drive compatible with the C64 that allows that is the Commodore 1581, the one that uses 3.5" disks. A 1541, 1570 or 1571 (all of which take 5.25" disks) will not allow sub-directories (directories within directories) to be created. It is quite normal to find sub-directories when working with Amigas or PCs, but a bit rarer on a C64.

All of this means, unfortunately, that you're going to have to shell out for a new disk drive and then convert all of your software to a completely different disk format before any of this works for you.



NOT-SO-MIGHTY BRIAN

Dear Techie Tips,

1 I once bought a copy of another C64 'magazine' (shame on me) and they have a section like yours and someone wrote in saying about playing music through your C64. I've written out the program on the sheet of paper enclosed with my letter. What am I supposed to do with this listing and what does it do.

2 In DATA lines in your programs, why do you put zeros before single figure numbers so that 2,9,3 would appear as 002,009,003? The other 'mag' doesn't do it, why do you?

Neil Skinner, East Grinstead.

1 The program is similar to the one that I printed way back in issue twenty-something. It enables you to put a tape in the Datassette, press PLAY and then have the computer play the music on it through the TV speaker. To say the results are awful would be an understatement. A much better use of the routine was shown in this section in CF40, with the *FATAL ATTRACTION* program. It's hardly surprising that the other 'mag' is only just discovering the earliest of uses for that piece of code.

2 Well, imagine you have entered the following lines and know that one of them is wrong:

```
0 REM TEST DATA
1 DATA 176,239,34,58,6,3,94,58
2 DATA 65,10,2,3,7,38,5,1,0
3 DATA 232,15,1,255,68,2,172,19
4 DATA 16,8,4,128,1,20,19,4
```

If you had entered the DATA with leading zeros, you would have got something like:

```
0 REM TEST DATA
1 DATA 176,239,034,058,006,003,094,058
2 DATA 065,010,002,003,007,038,005,001,
000
3 DATA 232,015,001,255,068,002,172,019
4 DATA 016,008,004,128,001,020,019,004
```

You must agree that it not only looks neater but it is far easier to notice your mistake. The ",2,3,7," should actually have been only two numbers: ",2,37,". With the leading zeros format, the line with the problem literally sticks out a mile!

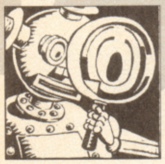
So there's your answer – we do it all to make your lives easier.

UNDER CONTROL

Dear Techie Tips,
I want to know how to move a sprite with the joystick. Please can you write a program which starts with a sprite on the screen and whatever direction you move the joystick the sprite moves in that direction. Please keep it short and fairly simple.
Daniel Fletcher, Scunthorpe.

Sure, no probs. Give the following program a whirl - it's as short and simple as I could make it and it shows you how to check for the fire button too. In this case it changes the speed of the moving block. Line 130 just changes the border colour to indicate which speed has been chosen.

```
10 REM UNDER CONTROL BY J.FINCH
20 FOR N=0 TO 62:POKE 832+N,255:NEXT N
30 POKE 2040,13:REM SPRITE POINTER
40 POKE 53277,0:REM NO X-EXPANSION
50 POKE 53271,0:REM NO Y-EXPANSION
60 POKE 53287,1:REM COLOUR WHITE
70 POKE 53269,1:REM SHOW SPRITE
80 X=172:Y=138:D=1:PRINT CHR$(147)
90 REM LINE 100 POSITIONS SPRITE TO
91 REM LEFT OF "MSB LINE" AND LINE
92 REM 110 TO THE RIGHT OF IT
100 IF X<256 THEN POKE 53248,X:POKE 53264,0:GOTO 120
110 POKE 53248,X-256:POKE 53264,1
120 POKE 53249,Y:REM VERTICAL POSITION
130 POKE 53280,D+1:REM CHANGE BORDER COLOUR
140 JY=127-PEEK(56320)
150 IF (JY AND 1) THEN Y=Y-D:IF Y<50 THEN Y=50
160 IF (JY AND 2) THEN Y=Y+D:IF Y>229 THEN Y=229
170 IF (JY AND 4) THEN X=X-D:IF X<24 THEN X=24
180 IF (JY AND 8) THEN X=X+D:IF X>320 THEN X=320
190 IF (JY AND 16) THEN D=5-D
200 GOTO 100
```



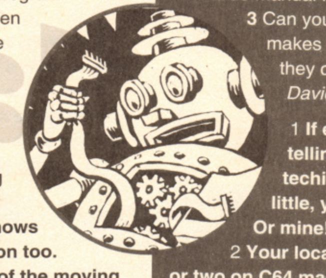
TROUBLE TRANSLATING

Dear Techie Tips,
In CF36 you gave an answer to a question which included the formula YC=(YS-50)/8. I have tried a number of times to get this formula to operate in machine code but it only operates properly when the number YS-50 can be divided by 8 without leaving a fraction. Please could you print a program that will allow the above formula to operate with any value between 0 and 255 because I can't continue a fab platformer until I know how. Also, if the answer is equal to 2.3 or 6.7 it must change to 2 and 6.
Tripod Computer Club, Earth.

Well Mr Club, did your parents not like you or did you change your name by deed poll?

THINGS THAT GO BUMP

Dear Techie Tips,
1 Us readers want more Techie Tips! Can we have more please?
2 Where can I get such a thing as a machine code manual from?
3 Can you give me a program that makes two sprites disappear when they collide?
David Gibson, Stafford.



1 If enough people write in telling Hutch they want the techie content bumped up a little, you never know your luck. Or mine!

2 Your local library may stock a book or two on C64 machine language. Alternatively, look out for a Programmers Reference Guide or stick an ad in CF begging for one! The PRG lists all the machine language commands and gives details on what they do.

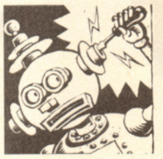
3 The following program checks for sprite-to-sprite collisions and makes all sprites that are in collision with other ones disappear, whether it is just two or all eight.

```
0 REM THINGS THAT GO BUMP BY J.FINCH
1 A=PEEK(53278):REM READ ONCE AT START OF PROGRAM TO CLEAR REGISTER
2 :
10 A=PEEK(53278)
20 IF A<>0 THEN GOSUB 100
30 REM .. REST OF PROGRAM ..
40 END
100 REM MAKE SPRITES DISAPPEAR
110 POKE 53269,PEEK(53269)AND(255-A)
120 A=PEEK(53278)
130 RETURN
```

Regarding the bit of your letter I haven't bunged in *Techie Tips*, I hope you saw the *SWITCH BANKS* program in CF40. On to your platformer problem. If you use the LSR command (Logical Shift Right), this effectively divides a number by two. Use it three times in a row and it divides a number by 2x2x2 which is 8. It ignores fractions completely, simply wiping them out. The following bit of assembly language is what you need for the job:

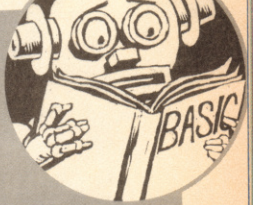
```
C000 LDA YS
C002 SEC
C003 SBC #$32
C005 LSR A
C006 LSR A
C007 LSR A
C008 STA YC
```

Note that the formula won't work with all values from 0 to 255 because values of less than 50 make YS-50 negative. Make sure you do not call this routine when your sprite's vertical position (YS) is less than 50.



MULTICOLOUR DREAMCOAT

Dear Techie Tips,
I am having problems understanding how to get both high resolution and multicolour characters on the screen at the same time. I want to know how to get them next to each other. Please list a Basic program demonstrating how to use multicolour mode properly, as I've been trying to work it out for ages.
James Leech, St Austell.



UNDER CONTROL

Dear Techie Tips,
I want to know how to move a sprite with the joystick. Please can you write a program which starts with a sprite on the screen and whatever direction you move the joystick the sprite moves in that direction. Please keep it short and simple.
Daniel Fletcher, Scunthorpe.

Sure, no probs. Give the following program a whirl - it's as short and simple as I could make it and it shows you how to check for the fire button too. In this case it changes the speed of the moving block. Line 130 just changes the border colour to indicate which speed has been chosen.

```
10 REM UNDER CONTROL BY J.FINCH
20 FOR N=0 TO 62:POKE 832+N,255:NEXT N
30 POKE 2040,13:REM SPRITE POINTER
40 POKE 53277,0:REM NO X-EXPANSION
50 POKE 53271,0:REM NO Y-EXPANSION
60 POKE 53287,1:REM COLOUR WHITE
70 POKE 53269,1:REM SHOW SPRITE
80 X=172:Y=138:D=1:PRINT CHR$(147)
90 REM LINE 100 POSITIONS SPRITE TO
91 REM LEFT OF "MSB LINE" AND LINE
92 REM 110 TO THE RIGHT OF IT
100 IF X<256 THEN POKE 53248,X:POKE 53264,0:GOTO 120
110 POKE 53248,X-256:POKE 53264,1
120 POKE 53249,Y:REM VERTICAL POSITION
130 POKE 53280,D+1:REM CHANGE BORDER COLOUR
140 JY=127-PEEK(56320)
150 IF (JY AND 1) THEN Y=Y-D:IF Y<50 THEN Y=50
160 IF (JY AND 2) THEN Y=Y+D:IF Y>229 THEN Y=229
170 IF (JY AND 4) THEN X=X-D:IF X<24 THEN X=24
180 IF (JY AND 8) THEN X=X+D:IF X>320 THEN X=320
190 IF (JY AND 16) THEN D=5-D
200 GOTO 100
```

Jason doesn't actually write any of these programs, he has a ten year old friend called the Boff who does them.

The 16 colours of the C64 have numbers associated with them, from 0 to 15. With multicolour mode on, any characters printed in colours 0 to 7 are kept as high resolution, whereas characters with colours 8 to 15 appear as multicolour characters, with up to three different colours (not including the background). Multicolour one is stored at location 53282 and multicolour two at 53283. The other colour is equivalent to the character colour you gave it, minus 8. The following program displays lots of CFs and then switches to and from multicolour mode each time you press a key.

```
100 REM MULTICOLOUR DREAMCOAT BY J.FINCH
110 PRINT CHR$(147)
120 POKE 53280,0:POKE 53281,0:POKE
53282,6:POKE 53283,14
130 FOR X=1 TO 200
140 POKE 646,1+INT(RND(1)*15)
150 PRINT “CF “;
160 NEXT
170 GET A$:IF A$=”” THEN 170
180 POKE 53270,PEEK(53270) OR 16
190 GET A$:IF A$=”” THEN 190
200 POKE 53270,PEEK(53270) AND 239
210 GOTO 170
```

HAPPY BIRTHDAY

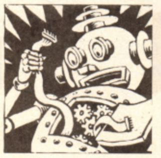
Dear Techie Tips,

My son has requested a printer for his birthday, but I won't buy him one before I know the facts. Could you advise me on the following:

1 What is the difference between serial, parallel and dot matrix?
2 Which printers would you recommend?
3 Will they work with Mini Office?
4 What and how much is the cheapest currently available printer?
5 What accessories will I need to make it work?
6 Whereabouts could I get one?

Anna McDonnald, London.

1 **Serial and parallel are the way the printer is connected to the computer; either to the serial port or the parallel port. The C64 has, as such, no parallel port though. Dot matrix is different; it describes one of the methods used by printers, either serial or parallel, to print characters (they're made up of dots).**
2 **A Citizen 120D+, one of the Star range, or a Commodore MPS1230.**
3 **If the printer you choose is C64 compatible then yes.**
4 **Prices vary, but you should be able to pick up a decent printer, say a Citizen, for around £150.**
5 **If the printer is fitted with a C64 serial socket, you will not need any additional accessories. If it is parallel you will need an interface. These can be bought from Meedmore Ltd. (☎051 521 2202)**
6 **By mail order from Datel Electronics Ltd. (☎0782 744707) or Oasis (☎0772 335061). Check out advertisements in CF for other suppliers.**



ELECTRIC SHOCKER

Dear Techie Tips,

I bought my son a second hand 1541 disk drive and an MPS1200 printer back in the summer. Of course, having so many peripherals we had to buy a four plug adaptor as we now have a C64 with tape deck, a television set, a disk drive and a printer connected up. Great, methinks. However, I soon found my son getting very angry while playing on the computer. Why? Well, since adding all these wonderful extras, the little Commie has taken to crashing mid-game, which it never did before. So what do you reckon? It seems to be like some sort of power drain that causes it as it appears to occur when the freezer cuts in or the washing machine changes cycle.

Sherron Young, Witley.

I don't want to boast or anything, but I used to have a C64, a monitor, two drives, a printer, a TV, a video, a stereo and two lamps all running off the same main socket as each other (what the rest of the town did for electricity back then, I really don't know). It was a blatantly silly thing to do but when you've only got one main socket to choose from, what other option is there? It could be that your adaptor situation is causing the hassles; I've recently experienced the same with a disk drive and when I gave it a socket of its own it decided to shut up and play fair (well, play fair, anyway; they're noisy beasts at the best of times). Try giving the C64 a socket to itself or, alternatively, unplug the printer and only connect it when you actually need to use it. These problems are due to the adaptor's cable not being big enough to suck the required amount of current out of the wall. You need a 20A piece of cable on it; an electrical shop should be able to help. The fact that it happens when your washing machine changes cycle is odd; the supply shouldn't be connected in such a way that it matters. Of course you could always refrain from doing your spin cycle when your son wants to play his games!

Always bear in mind, by the way, that those cubic adaptors are pretty scary little things – they weigh a tonne once they've got four other things plugged into them, and can quite easily be knocked out of the socket.

QUICK SHOTS

When you load music in SEUCK, like I have seen done, what memory locations can you load it into?
Paul Cardno, Merseyside.

Unless my sources of information are completely wrong, $7500 is a good bet for music. There is quite a lot of free memory there for such things.

I'm fed up with Basic but can't find any books to teach me machine language. Is there any chance of you starting up a machine language tutorial section in Techie Tips?
Wayne Nixon, Leamington Spa.

Starting one up within Techie Tips will limit the room I can give to letters and listings. The ultimate decision of whether or not to start up a separate machine language tutorial series is up to the Great King Hutch.

How do you make a routine that makes the computer reset, such as on Saracen Paint when you select Quit?
Josh Saunders, New Zealand.

The Basic command SYS 64738 will reset the computer. So you could do something like:

```
10 INPUT”SHALL I RESET”;A$
20 IF A$=”YES” THEN SYS 64738
```

Is there any way of telling in a program if the printer is switched on or off so that a DEVICE NOT PRESENT error is avoided?
David Lee, Chesterfield.

The following should work with most printers. OPEN 4,4: PRINT#4: CLOSE 4: IF ST=-128 THEN PRINT “OFF”. Note that it is not possible to tell if the printer is on but off-line. I suggest you print a message saying “Printer off-line” and then clear it off the screen immediately after the PRINT#4 command. If the printer has at least attempted to print something, it is not off-line.

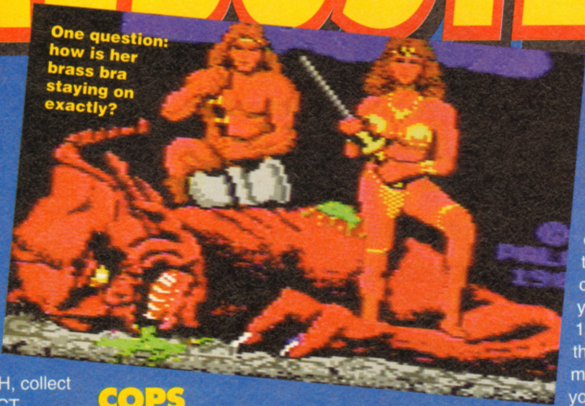
How do you make new Basic commands without cartridges?
Jonathan Taylor, Nottingham.

It depends on how you want the new commands to work. For example, you can have the computer either recognising the Basic extension commands itself or you can force the user to enter another character before the command so that it looks something like !COLOUR 4,3. It sounds like a cop out, but Basic extensions are beyond the scope of Techie Tips. Maybe I can track down my Casebook page which deals with such amazing hings.

It's all greek to me mate. All that peeking and poking. Sounds distinctly rude!

The start of another bulging gamebusters. This month Andy Roberts makes a rather dubious joke about a Zebra, but covers it up by changing the subject really quickly...

GAMEBUSTERS


One question: how is her brass bra staying on exactly?

BARBARIAN 2

(Kixx)

Apart from being a rather tough beat 'em up, this one is a rather tough arcade adventure too. Fear not, mighty Barbarian, Richard Beckett has a full solution up his sleeve *(Funny place to keep it - Ed).* Note that COLLECT OBJECT only applies if there is an object present on that screen - the object positions vary from game to game, you see.

Level 1 - From the start: WEST, WEST, collect LIFE, WEST, SOUTH, SOUTH, collect OBJECT, EAST, EAST, NORTH, collect LIFE, NORTH, EAST, SOUTH, SOUTH, collect LIFE, EAST, NORTH, NORTH, collect OBJECT, EAST, collect LIFE, NORTH, NORTH, WEST, collect OBJECT, NORTH, WEST, WEST, collect OBJECT, EAST, NORTH, exit level.

Level 2 - From the start: NORTH, WEST, WEST, collect LIFE, NORTH, NORTH, collect OBJECT, EAST, SOUTH, EAST, EAST, SOUTH, EAST, collect OBJECT, WEST, NORTH, NORTH, collect LIFE, WEST, NORTH, WEST, NORTH, collect LIFE, WEST, SOUTH, collect OBJECT, NORTH, WEST, NORTH, collect LIFE, EAST, EAST, NORTH, EAST, collect OBJECT, WEST, SOUTH, WEST, NORTH, exit level.

Level 3 - From the start: NORTH, NORTH, NORTH, NORTH, collect LIFE, WEST, SOUTH, collect OBJECT, NORTH, EAST, SOUTH, SOUTH, SOUTH, SOUTH, EAST, EAST, EAST, collect LIFE, NORTH, NORTH, NORTH, collect LIFE, EAST, EAST, collect OBJECT, WEST, NORTH, EAST, collect OBJECT, WEST, SOUTH, EAST, SOUTH, SOUTH, collect OBJECT, WEST, WEST, NORTH, WEST, WEST, collect LIFE, EAST, NORTH, NORTH, NORTH, NORTH, exit level.

Level 4 - From the start: kill IDOL, EAST, kill DEMON, EAST, then kill DRAX to complete the game. What a hero.

OPEN YOUR WALLET

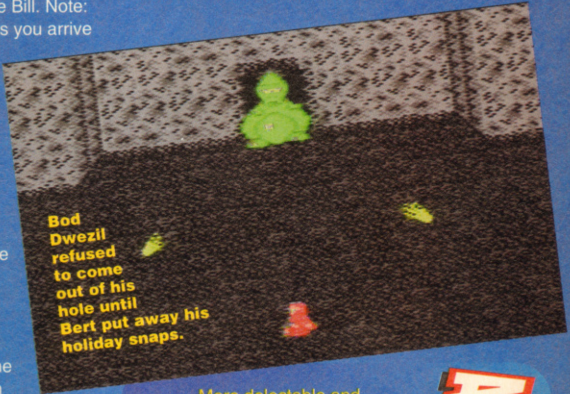
Each and every month there's a chance to win one of our much sought-after Software Vouchers, worth a tasty 20 squid. And the catch? There is no catch, just cram into an envelope your best maps, tips, POKES, solutions, in fact anything you think is useful to other readers. Then post the jobbie to Andy Roberts' Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW, Great Britain.

COPS & ROBBERS

The fearless adventurer Richard Beckett conjours up another bag of sound advice for those wishing to follow in the footsteps of Garfield off of The Bill. Note: you should collect each of the diamonds as you arrive at each screen.

From the start: enter the MINE, collect the TNT and leave, enter the POLICE STATION, take the KEY and leave, go into the DIAMOND CO. and go uptwice on the lifts, use the key in the lock and enter the door, stand on the letter 'C' and make a note of the number that appears, enter the door, go down on the lift, enter the code on the safe (the number you were given earlier) and you should be given a torch (probably an Ever Ready).

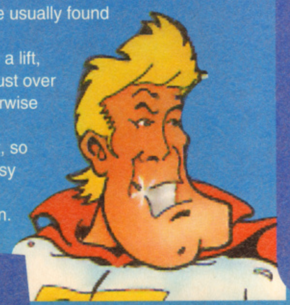
Go down on the lift and exit via the bottom-right of the screen, go left and use the torch to collect the final diamonds in the dark maze to finish the game. If your torch runs out, go back to the safe and the combination should be the same... honestly.


Bod Dwezil refused to come out of his hole until Bert put away his holiday snaps.

FREDDY HARDEST PART 1

Guess who? Yep, it's Richard Beckett again, this time with a bundle of finely tuned tips for the first part of our Powerpack classic.

- The restart points are usually found after most of the holes.
- In order to jump onto a lift, you will need to stand just over the edge of a gap, otherwise you'll miss it.
- There is no time limit, so take things nice and easy rather than rushing ahead into the unknown.
- Duck enemies in the air, as it is a lot easier than killing them.
- If there are two flying baddies going right in the air, follow them. There is a maximum of two enemies on screen at once, so if you follow them no more enemies will appear.
- If you own an Action Replay, freeze the game and then press 'T' to edit the screen. You can now fill in the gaps using any of the letter keys, but be sure to place the blocks directly opposite Freddy's smelly feet.
- If you're a girly wuss and can't be bothered to play all the way through the first part, load up the second section and use the code 25425 to begin.


Freddy Hardest is tougher than Thora Hird.

MONSTER MASH

Having trouble with the guardians? Richard Beckett isn't, and being such a kind soul he's decided to share his cunning plan with the rest of the world. Every guardian, apart form the last one, can be killed by going to the top-right corner where you're safe from the fire. Now wait here for around 15 seconds until you are able to move further up the screen. You can now stand at the side of the monster and safely dispose of it. If all that fails then you could form a wind orchestra, tour the home counties playing dates in old people's homes, get a spot on Barrymore, release a single, tour the south of France and then retire on the proceeds.

ACTION REPLAY POKES

More delectable and adorable Action Replay POKES courtesy of Richard Beckett. To use them, freeze the game, press 'E' to enter the POKEs, then jab 'F3' to restart the game.

LIFEFORCE
POKE 13652,173 - Infinite smart bombs
POKE 13760,173 - Infinite lasers
POKE 13885,173 - Infinite seekers

COPS & ROBBERS
POKE 6663,173 - Infinite lives
POKE 12278,173 - Infinite bullets

FREDDY HARDEST PART 2
POKE 29481,189
POKE 39302,173 - Infinite lives
POKE 39624,173 - Infinite bullets

SOS DIZZY

It's the third and final part of our SOS Specials honouring the foul egg the world knows as Dizzy. This month Andy Roberts meets the Prince of the Yolkfolk and gets a little spellbound in the process.

DIZZY PRINCE OF THE YOLKFOLK - THE SOLUTION

From the start: collect the LEAVES, MATCHES, and JUG OF WATER, then drop them next to to the door in that order. Go L, L, get PICKAXE, R, R, R, get CAGE, R, get DiY BRIDGE KIT from the cloud, D, use pickaxe next to rocks, drop pickaxe, L, U, get NUGGET, D, R, R, R, talk to Ferryman - he will take the nugget.

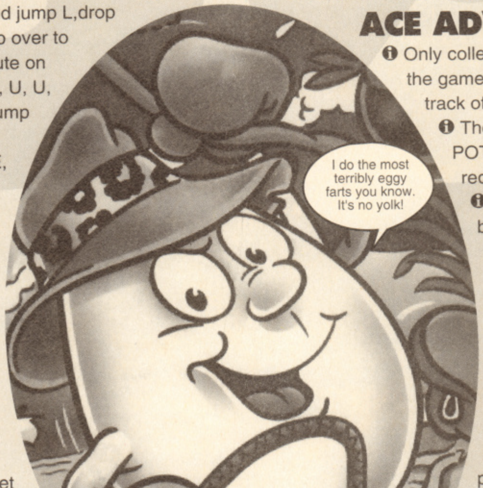
Go R, drop cage near Fluffle, U, R, go to right hand ledge and jump L,drop DiY bridge kit, U, jump over to the Towers (follow route on map), get HARP, L, L, U, U, L, jump on to cloud, jump L, give harp to ST. PETER, get CHEESE, jump R, drop cheese in cage, get CAGED FLUFFLE, L, L, L, U, L, L, L, L, drop caged fluffle on rocks and then…

Go L, U+R, get OUTBOARD MOTOR, L, U+L, U, R, get KEY, L, D, R, D+R, R, R, R, R, D, R, R, give outboard motor to Ferryman, get SCYTHE, R, U, U, jump over to the Towers, drop SCYTHE by spikey bush, R, get BUGLE, U+L, U, R, R, R, U, use key to open door, drop key, D, U+L, L, L, get TWEEZERS, R, R, R, D+L, L, L, D, R, D+L, L, L, L, L, L, U, L, use tweezers on Lion's foot,get THORN. Fry egg for two minutes.

Drop bugle, R, D, R, R, R, U, U, jump over to the Towers, R, U+L, U, R, R, R, U+L, drop thorn on left of screen, R, D+L, get SPANNER, L, L, D, R, D+L, L, L, L, L, L, U, L, get BUGLE, L, L, give bugle to Bugler, get JOKE BOOK, L, L, U+L, L, use spanner on drawbridge mechanism, R, R, D+L, L, L, give joke book to Princess, get FLAG.

Go R, R, R, U+L, U, drop flag by flagpole, talk to Bugler, talk to King, D, R, D+R, R, R, R, R, D, R, R, R, U, U, jump over to the Towers, R,U+L, U, R, R, R, U, now kiss your egg-friend Daisy to finish the game… almost.

Collect all 20 cherries and return to Daisy, then sit back and watch the great end sequence.


I do the most terribly eggy farts you know. It's no yolk!

ACE ADVICE

- Only collect cherries at the end of the game, otherwise you'll lose track of them.
- The MAGIC CARPET, POTION, and BREAD are red-herrings.
- Practice travelling on the boat, as it can be tricky.
- Avoid contact with the torches dotted around, as they sap your energy rather quickly.

SPELL-BOUND DIZZY

Note that you should collect the stars as you progress, as they are needed by Theo to release Dizzy's chums. Oh, and this solution only applies to the original cut-down version.

Move LEVER, R, U, L, L, get 2 boulders, R, R, D, D, L, drop a boulder, get CEMENT, R, R, drop other boulder, drop cement in water, get BUCKET, talk to Daisy, get UMBRELLA, get BAG, L, U, U, U (onto cloud), jump R, get NET, get HAMMER, drop bucket in lake to fill it, D, drop bucket, drop hammer on rocks, D. Talk to Denzil, get ZX81, get TRAMPETTE, drop trampette to the right of Denzil and jump on it to get out (tricky), get BUCKET, L, L, give umbrella and ZX81 to Theo, drop umbrella, drop ZX81, drop bucket, L, get 3 boulders, R, R, D, D, D, D, get SHAMROCK, drop net, drop all boulders, U, U, U, U, L, get ZX81, get BUCKET.

Go L, jump up to Leprechaun (follow arrows on map), give SHAMROCK toLeprechaun, get HONEY, drop bucket, drop ZX81, D, get 2 boulders, R, R, D, D, L, drop honey by BEAR, L, get TALISMAN, get JACK, talk to Grand Dizzy, get HEARING AID, R, R, drop boulders, U, L, drop hearing aid by Dylan, get VIBES, R, U, L, give hearing aid and vibes to Theo, drop hearing aid,drop vibes.

Go L, jump up to Leprechaun as before, give talisman to Leprechaun, get BUCKET, get ZX81, L, D, drop jack next to crusher, L, talk to Dozy, get SHEARS, R, U, L, drop bucket under tap, move LEVER, U, R, drop ZX81, talk to Dora, get FISHFOOD, L, D, R, R, D, R, give shears and fishfood to Theo, drop shears, get UMBRELLA, R, U (onto cloud as before), jump R, dropfish food in lake.

And here, modelling the very latest in all-over shell suits is Dizzy *(You're fired – Ed.)*

Go R (on whale's back), get SCREWDRIVER, drop fishfood, L, D, L, L, drop umbrella, drop screwdriver, get SHEARS, L, get 3 boulders, R, R, D, D, D,D, L, drop shears by plant, R, get NET, L, drop net by Pogie, get COLLAR, drop all boulders, R, U, U, U, U, L, give collar to Theo - if you have collected all 16 stars Theo should now disappear.

Drop all objects, get PLUG, get SCREWDRIVER, L, jump up to the Leprechaun screen as before, L, L, U, R, get ZX81, use screwdriver, stand on table and drop ZX81, and you'll get sucked back to your own world quicker than you can say Electrolux.

SAGE SUGGESTIONS

- Every object is useful, and there are NO red herrings at all chums.
- The 'yummy fruit' replenishes energy - use it wisely or perish rapidly.
- Jumping out of The Pit Bottom can be very difficult indeed, so keep trying.
- It can take time to fly up the windy shaft *(Sounds a bit rude - Hutch)*, so above all be patient gamesters.

What's odder still is the number of Swedish backpackers constantly tour the world…

NEXT MONTH

Can there be more? If you're still having trouble completing any of theDizzy games, check out next month's CF for a gut-busting feast of cheats, POKEs, and listing doobries. Miss it and you're, well, sad basically.

Makes you think really, doesn't it… what if she'd had a chainsaw with her.

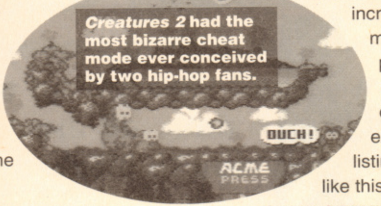
CHEATS AND HOW TO USE THEM

We've had quite a few letters from bemused readers who'd realy like to know how to use the cheats Andy Roberts prints each month. If you're a bit stuck then Read on...

Alright, so maybe it it's not as obvious as I thought. Either way, we've had some correspondence from young and old alike wanting to know what all these different cheats and hints are good for. Well there are four different kinds of cheat which we print in CF. Here's how to use each of them.

CHEAT MODES

These are special tricks and secrets built-in to the game by the programmer, and as a result not every game will have a cheat mode. Many cheat modes require you to type in a word or phrase on the title screen or high score table, but some can be a little strange (the finger-licking cheat for *Creatures 2* springs to mind). You need no additional hardware to use a cheat mode, or 'keyboard cheat' as we sometimes call them, so just follow the instruction carefully.



***Creatures 2* had the most bizarre cheat mode ever conceived by two hip-hop fans.**

RESET POKES

A reset POKE usually has two elements; a POKE statement (followed by a value) and an SYS statement. For example, `POKE 4444, 44` followed by `SYS4444`. The actual POKE changes a location in the computer's memory, usually adjusting the amount of lives/bullets/ energy or what have you. The SYS number is the machine code equivalent of RUN and is needed to restart the game. To use a reset POKE, you MUST have a reset switch. You simply load up the game and reset the machine, whereupon the familiar blue start-up screen will appear. The game is still intact , however, and you simply enter the POKE or POKEs followed by the SYS call to get things running again.

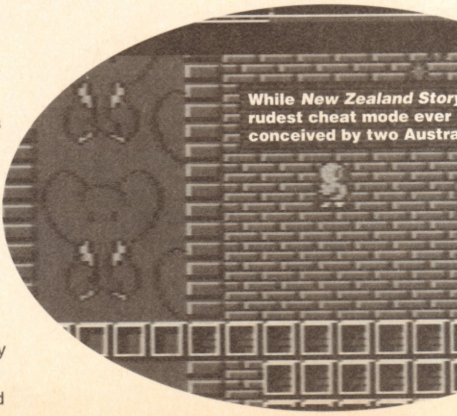
> *Some cheats can be a little strange (the finger-licking cheat for Creatures 2 springs to mind)*

ACTION REPLAY POKES

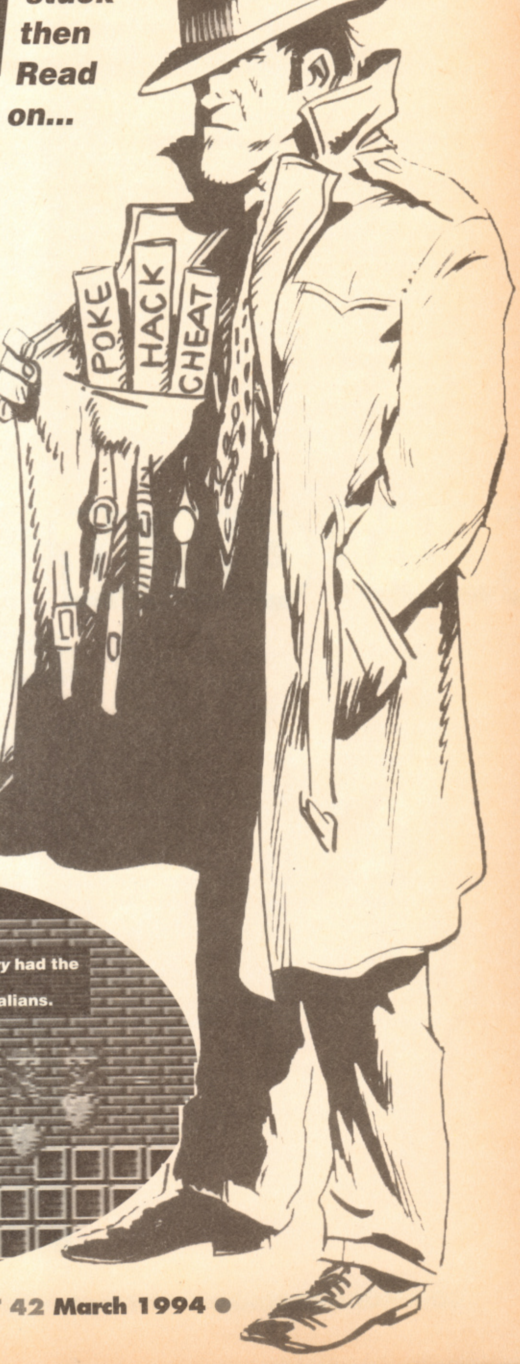
These are the creme-de-la-creme and need only an Action Replay cartridge. To use an AR POKE, load up the game and press the freeze button on the cartridge. Now press 'E' to select the POKES option from the menu, enter the desired POKE or POKEs (pressing RETURN after each one), the press 'F3' to restart the game. No SYS number is needed because the cartridge can restart the game automatically. Therefore, reset pokes an be entered by Action Replay owners (ignoring the SYS call), but reset switch owners cannot use Action Replay POKEs.

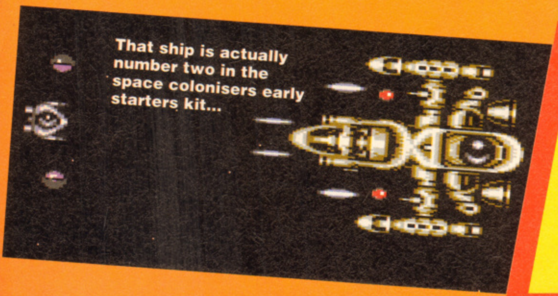
LISTINGS

Listing cheats can be used by anyone, as they require no additional hardware. A listing is exactly what its name suggest – a BASIC program, each one made up of lines (usually starting at zero and increasing in steps of one). The listing must be typed in exactly as it's printed in the magazine, and you should press RETURN at the end of program line to enter it. For example, you would start most listings with line 0, typing something like this dead interesting example: `0 REM ABCDE CHEAT BY WAZ` (followed by return). Enter every line in this manner, and when you finish the program SAVE it to cassette or disk for future use (`SAVE"ABCDE CHEAT",1,1` for cassette or `SAVE"ABCDE CHEAT",8,1 for disk`). Now type `RUN` to, ermm, run the listing. If all is well, the message 'PRESS PLAY ON TAPE' will appear (in which case, insert the rewound game cassette and press play – it should now load as usual). However, you may be confronted with 'DATA ERROR', in which case you should check the DATA lines you have typed in. The most fail-safe method is to get a friend to read out the lines from the magazine while you type them in. The listings are tested thoroughly, so any mistakes are most likely to be typing mistakes. *(Except when I joins lines together by mistake – Hutch).*I wasn't actually going to mention that. Oh well. CF



While *New Zealand Story* had the rudest cheat mode ever conceived by two Australians.





That ship is actually number two in the space colonisers early starters kit...

IO

It's mean, it's hard, and it's simply the toughest shoot 'em up we've ever put on the Powerpack. Getting through to the end of the game seems totally impossible... until 'Sage' Andy R arrives.

LEVEL 1

A nice, simple introduction to the game... not. The gun turrets are the main priority, and should be shot as soon as they appear. The fast moving waves of blue ships can be killed by rapid fire (either that or move out of their path). Watch out for the gun turrets that move along the 'rails'. Looking at the scenery will often give you an idea of when these are about to appear – shoot them as soon as they do.

The 'snakes' are a bit of a problem at first, until you know how to deal with them; they follow set movement patterns, so find the centre of their movement 'circle' and stay there. Also keep an eye out for the rockets lurking at the bottom of the screen, which fly quickly upwards when your ship passes over them. Apart from level 3, this is the only other level to feature force-fields, which can be a pain when the screen is busy, but generally they are easy to get past.

The first guardian matches the rest of the level, in other words, no place for a novice! Firstly, the firing pattern: the side guns (above and below the ship) fire out laser blasts which move across the screen, as well as red orbs that home in on your craft. These guns take around 15 shots each to destroy. Now turn your attention to the front of the ship, which regularly fires out a twin laser blast. This takes roughly 14 shots to kill, and exposes the orb at the centre once destroyed. This will then start to fire orbs at your ship as you attempt to shoot it 18 times to proceed to the next level.

NEAT CHEAT

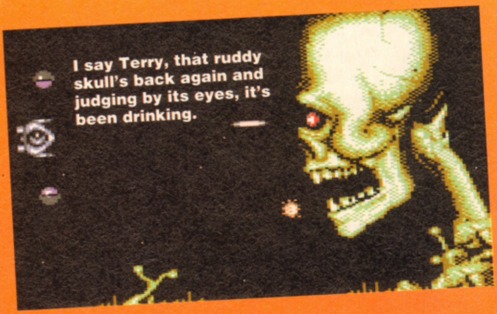
Do you own an Action Replay cartridge? You do? These POKEs should be a blessing in disguise then. Simply freeze the game and enter:

POKE 25117,173 – Infinite lives
POKE 27018,169 – Invincibility.
If you're using a reset switch, SYS 2512 will restart the game.

LEVEL 2

Admire the gorgeous scenery while you can, as this level is packed with laser-death all the way through. The first problem you'll encounter are the plants which regularly spit out lethal shards, and can be avoided in much the same way as the force fields (again, these become more of a problem the busier the screen gets). There are also orb-spitting pods dotted along the bottom of the level, and should be shot at the earliest opportunity. Oh, and their orbs can be shot too.

Apart from the now-familiar waves of blue ships, there are also waves of grey ships which descend from the top of the screen, firing as they move. And just as things couldn't possibly get any worse, you'll have to content with up to four orb-dropping aliens – yikes. Finally, the eggs, which appear twice during the level. These need to be shot around six times (they crack as this happens) before an Alien-esque creature pops out... kill this too. The guardian on this level is much simpler than the first to kill, but by no means easier.



I say Terry, that ruddy skull's back again and judging by its eyes, it's been drinking.

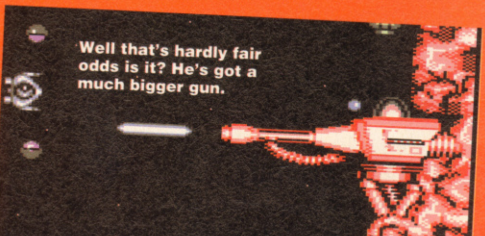
The eye regularly fires out a laser blast, and the mouth spits out some sort of deadly acid sputum. This spins momentarily, then flies (at immense speed) towards your ship. The best place to stay is just underneath the line of the eye's laser, moving up or down to dodge the flying flob. When safe to do so, move up and blast they eye, then move back down again. You'll need to hammer it with around 20 shots before it turns up its toes.

LEVEL 3

Apart from the usual barrage of aliens, this level also features some very tight gaps to squeeze through, so be sure to take your 18-Hour girdle. The latest additions to the cast of aliens are the jet fighters, which fly onto the screen in formations of three or more. Some continue off the left hand side of the screen, while others flip back and disappear to the right. Shoot any orb-droppers and waves of blue ships as soon as they appear, as the lack of on-screen space severely limits your chances.

Keep a look out for the floating spheres, which burst when shot (or when they hit the roof) revealing a diamond which then drops back down. If possible, shoot their base-units, but if the action is chaotic just shoot them and fly past quickly. As mentioned earlier, there is a force-field on this level, but this one is equipped with a moving gun turret – shoot this as soon as it appears. This particular guardian, a huge laser cannon mounted into the rock, can be difficult to destroy if you don't know its secrets.

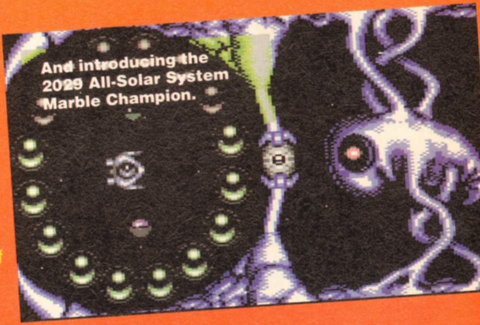
The actual cannon regularly fires out a huge blast, and the dome mounted on top spits out orbs which quickly home in on your ship. Initially, the two... erm... things at the top and bottom of the screen need to be destroyed. You'll notice that the top one is green – shoot it until it turns pink (around 5 shots). Now move down and shoot the bottom one, until that turns red, then go back to the top one... until they have both been destroyed. Do NOT shoot them after they have turned pink, as they spit out dozens of orbs in retaliation. Now shoot the rather attractive dome on the top of the cannon, which needs around 15 shots, to finish the level.



Well that's hardly fair odds is it? He's got a much bigger gun.

LEVEL 4

Not the toughest level in the game, but certainly the toughest guardian. First of all, watch out for the spikes which shoot upwards as your ship flies overhead. They blend in with the scenery very well, but are slightly darker – keep your eyes peeled. Apart from the usual waves of blue and grey aliens, there are also large groups of spinning disks, which arc from the top-right of the screen towards your ship. If the screen is busy, move into the centre rather than shoot the disks.



And introducing the 2029 All-Solar System Marble Champion.

The final guardian, or Embryo Head as I like to call it, is a challenge for the trigger finger. As soon as the foetus has scrolled on, the circle of spheres will materialise and begin to rotate. As they rotate, bullets will be shot into the centre of the circle, and are very difficult to avoid. Blast away at the spheres until no more remain (they need around 4 shots each), then turn your sights to the grey target at the centre of the screen. Shoot this 10 times to destroy it, then blast the eye of the foetus around 20 times to completely obliterate the thing... and finish the bally game in the process. Now that you've finished this bloody-minded game, you can tackle something a bit easier like scaling Everest without oxygen or building the first fusion reactor.

SEYMOUR goes to HOLLYWOOD

You can't keep a good spud down, and this just happens to be the only Seymour adventure we haven't solved. So, grab a comfy seat and prepare to enter the world of pools and movie stars.

From the start:
Enter CAR, collect HAND and GLASSES, leave CAR, E, walk into GUARD and drop GLASSES, R, R, R, R, drop HAND, R, L, L, collect DICTIONARY, R, U through gap (press RETURN), U through gap, L, L, L, give BOOK to SECRETARY, R, R, R, R, R, R, enter HUT, collect JACKET, R, R, enter HUT, collect LEG, leave HUT, U, L, enter HUT, collect KEY, leave HUT, D, L, L, L, use KEY on DOOR, U through gap, U through gap, drop JACKET and LEG, R, R, R, R, U, L, U, R, enter HUT, collect SPANNER, L, D, R, enter HUT, collect BALL, L, L, D, L, L, U through gap, drop BALL, L, L, use SPANNER on LIFT, U, U, R, D, U (right of screen),

LEFT BEHIND

Collect KEY, D, U (left of screen), L, D, L, collect HEAD, R (top of screen), collect POM-POM, L, R, D, R, R, drop HEAD, R, use KEY on DOOR, U through gap, collect JACKET, R, enter door, give JACKET to BIKER, R, enter SHOP, give person POM-POM, collect PARROT FOOD and KEY, L, L, collect BIKE PUMP, L, L, L, U between gap, use KEY on DOOR, L, R, U between gap, U between gap, drop BIKE PUMP and BIRD SEED, L, L, U, R, L (bottom of screen), D, R, R, U, L, collect BALLOON, R, D, L, L, U, R, L (top of screen), U, R, D, U (right of screen), collect HAND, D, U, L, D, D, R, R, drop HAND, collect BALLOON PUMP, R, R, R, R, stand on platform and use BALLOON, wait until you land, R, collect ARM, L, go BALLOONING, drop ARM.

STUCK OR LOST?

It happens to us all at one pont or another. One minute we're chugging through a game quicker than sweetcorn through a sphincter and the next we're stuck. Don't be glum though. If you've got those Can't-finish-my-game blues, then write to Andy Roberts, Gamebusters, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. Please don't expect a personal reply though. We can only print solutions in the magazine. Save your stamps.

UP, UP AND AWAY

Go BALLOONING, R, enter HUT, collect KEY, L, L, go BALLOONING, drop KEY, go BALLOONING, R, collect FLOWERS, L, go BALLOONING, drop flowers, go BALLOONING, R, enter HUT, collect GLOVES, L, L, go BALLOONING, drop BALLOON PUMP, collect KEY and FLOWERS, L, L, L, U between gap, drop KEY and GLOVES, L, L, L, give FLOWERS to SECRETARY, collect KEY, R, U, U, L, use KEY on DOOR, R, D, D, R, R, collect KEY, R, L, L, use KEY on DOOR, enter door, R, D, collect BODY, U, L, enter door, R, enter door, D, U (left of screen), U, L, collect KEY, D, L, R, L, L, use KEY on DOOR, U between gap, U between gap, R, U between gap, U between gap, drop BODY, collect PARROT FOOD, R, R, R, R, U, L, U, R, enter HUT, drop PARROT FOOD in various places until the PARROT follows it and goes out of the door (drop it next to the door), R, drop FOOD to left of screen, L when PARROT goes, drop FOOD next to hut door, enter HUT after PARROT, collect DAGGER and KEY, L, D, R, D, collect ARM, L, L, L, L, R, use KEY on DOOR, U between gap, U between gap, U between gap, drop DAGGER and ARM, collect GLOVES, R, L, L, L, L, enter DOOR, R, collect COIN and CARDS, L, L, U between gap, U between gap, enter door, collect ARREST WARRANT, enter door, R, R, enter door, R, enter door, R, arrest CRIMINAL.

COWGIRL BLUES

Go U, drop CARDS, drop COIN and WARRANT, L, enter middle door, talk to COWGIRL, collect NOTE, enter door, R, D, L, enter door, L, L, U between gap, L enter door, drop NOTE, collect GLOVES, enter door, R, R, enter door, R, enter door, U, collect CARDS, COIN and WARRANT in that order, D, L, enter door, L, L, U between gap, L, enter door, R, L (on top of screen), give all objects to RICK BRACY, R, L (on bottom), enter door, R, R, enter door, R, enter door, R, U, collect GLOVES, D, L, enter door, L, L, U between gap, L, enter door, collect letter, R, L (top of screen), give letter to RICK BRACY, drop GLOVES, collect LOLLIPOP and GUNPOWDER, R, L (on bottom), enter door, R, U between gap, U between gap, drop LOLLIPOP, L, L, U, U, L, enter door, drop GUNPOWDER next to SAFE, enter door, R, D, D, R, R, R, L, L, L, L, enter door, R, collect both COINS, L, L, U through gap, U through gap, R, U through gap, U through gap, collect LOLLIPOP, L, L, L, L, L, L, L, enter door, give COIN to LIL, drop other COIN, collect KEY and BANANA BUTTY, enter door, R, R, drop KEY and BUTTY, L, L, collect FOOT, R, R, drop LOLLIPOP, collect KEY and BUTTY, R, R, R, R, R, drop FOOT, R, L, L, L, L, R, use KEY on DOOR, L, U between gap, U between gap, U between gap, collect BALL, collect BODY and FOOT (drop the BUTTY in the process), R, L, R, R, enter door, throw BALL to DOG. More adventures in Hollywood next month. CF

NEXT MONTH

Seymour continues his wild and wacky adventures in the U.S of A. So, if you're actually bothered about finishing the game, watch this space. *(Not yet silly! – Hutch).*

Makes you think really, doesn't it… what if she'd had a chainsaw with her.

AMIGA CD^{32}

A GREAT NEW MAGAZINE FROM THE MAKERS OF COMMODORE FORMAT

You've bought a CD^{32}? Then you know it's a great machine already. What you perhaps don't realise, is the amount of **games** software on its way for this extraordinary machine.

Or what it is these **games** can really do.

Some time early in April there will be a **magazine** on sale, which will enable you not only to read about these games, but also to play them. We're packing at least **20 demos** and a fistful of games on to a disc that's equivalent to

700 floppy disks!

It's from the makers of

Commodore Format.

So you know you're in good hands.

Only thing is, it's going to cost you the best part of a fiver. But let's face it, where else would you get **650 megabytes** of sheer interactive entertainment and a great 100-pages of CD^{32} magazine for the price of a budget game?

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4 POKI
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6 DATA
7 DATA
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0 REM
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ERROR
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Y/N";
5 POK
10 DA
11 DA
12 DA
13 DA
14 DA
15 DA
```

I.O

Here w

LISTOMANIA POKERAMA

Loads more funky games cheat listings for perspiring cheaters everywhere...

PIPEMANIA

(EMPIRE/TOUCHDOWN)

To make the game simpler than the offspring of a village idiot and a TV weather girl, type in this wacky Waz listing and RUN it.

```
0 REM PIPEMANIA CHEAT BY WAZ
1 FOR X=384 TO 421:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>4646 THEN PRINT "DATA ERROR":END
3 INPUT "SECTIONS TO WIN LEVEL";A:IF A<1 OR
A>30 THEN 3
4 POKE 417,A:POKE 157,128:SYS 384
5 DATA 032,086,245,169,032,141,222,003
6 DATA 169,152,141,223,003,169,001,141
7 DATA 224,003,076,171,002,087,065,090
8 DATA 206,032,208,169,169,141,176,157
9 DATA 169,001,141,177,157,096
```

INDIANA JONES & THE LAST CRUSADE

Another superb listing POKE from Manchester`s very own Warren Pilkington, offering any budding Indys *(Is that like an asprining member of an independant rock bank like the Cranberries Andy? – Hutch)* infinite lives to play with. You can also prod the COMMODORE key during the game to turn infinite energy ON, and CTRL to turn it off again (which needs to be done at the end of each and every level you finish).

```
0 REM INDY CHEAT BY WAZ
1 FOR X=384 TO 455:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>9476 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 384
10 DATA 032,086,245,169,168,141,208,008
11 DATA 169,057,141,209,008,076,016,008
12 DATA 169,173,141,040,127,169,032,141
13 DATA 192,129,169,167,141,193,129,169
14 DATA 001,141,194,129,076,000,122,141
15 DATA 018,208,169,127,141,000,220,173
16 DATA 001,220,201,223,208,005,169,189
17 DATA 141,121,138,173,001,220,201,251
18 DATA 208,005,169,254,141,121,138,096
19 REM NO NEED TO TYPE THIS BIT IN!
```

MENACE - DISK

This simply stunning sequel to the incredibly funky and ever so slick *Blood Money* from Psygnosis can be made considerably easier with the help of this listing. Type it in, SAVE it for any future use, then RUN it for infinite everything (and we *mean* everything).

```
0 REM MENACE CHEAT BY WAZ
1 FOR X=320 TO 400:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>8518 THEN PRINT "DATA ERROR":END
3 PRINT CHR$(147);"INSERT DISK & PRESS A KEY"
4 POKE 198,0:WAIT 198,1:SYS 320
10 DATA 169,001,168,162,008,032,186,255
11 DATA 169,006,162,099,160,001,032,189
12 DATA 255,169,000,032,213,255,169,105
13 DATA 141,026,010,169,001,141,027,010
14 DATA 076,064,008,077,069,078,065,067
15 DATA 069,169,234,141,050,035,141,051
16 DATA 035,169,032,141,153,010,169,131
17 DATA 141,154,010,169,001,141,155,010
18 DATA 076,032,008,072,169,253,133,038
19 DATA 169,253,133,039,104,173,013,220
20 DATA 096
21 REMARKABLY SIMILAR GAG TO THE
ONE AT THE BOTTOM OF THE PREVIOUS
COLUMN ACTUALLY!
```

JOCKY WILSON'S DARTS

Apart from drinking plenty of beer and training for years as a darts player, you can make the game easier with this infinite time listing, which also allows you to stop the C64 or player 2's score decreasing.

```
0 REM FAT JOCKY CHEAT BY WAZ
1 FOR X=516 TO 556:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>3825 THEN PRINT "DATA
ERROR":END
3 INPUT "INFINITE TIME Y/N";A$:IF
A$="N" THEN POKE 545,1
4 INPUT "NO WIN FOR C64/PL2
Y/N";B$:IF B$="N" THEN POKE 550,248
5 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,087,065,090,169
12 DATA 032,141,013,010,169,002,141,014
13 DATA 010,076,230,003,169,000,141,108
14 DATA 106,169,096,141,012,105,076,027
15 DATA 008
```

If you look at this sideways you'll lose some ear wax.

I.O

Here we have a simply splendid listing; Choose from infinite lives, invincibility, the ability to press 'Q' for more orbs (during the game), and top it off with your choice of starting level. Heaven.

```
0 REM IO CHEAT BY WAZ
1 FOR X=516 TO 576:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>6658 THEN PRINT
"DATA ERROR":END
3 INPUT "INFINITE LIVES
Y/N";A$:IF A$="N" THEN
POKE 545,222
4 INPUT "INVINCIBILITY
Y/N";B$:IF B$="N" THEN
POKE 550,201
5 INPUT "Q FOR ORBS Y/N";C$
6 IF C$="N" THEN FOR X=559 TO 573:POKE
X,234:NEXT
7 INPUT "STARTING LEVEL 1-4";D:IF D<1 OR D>4
THEN 7
8 POKE 555,D-1:POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,087,065,090,169
12 DATA 032,141,013,010,169,002,141,014
13 DATA 010,076,230,003,169,189,141,188
14 DATA 082,169,169,141,041,090,169,000
15 DATA 141,040,082,169,090,141,167,086
16 DATA 169,125,141,168,086,169,162,141
17 DATA 169,086,076,027,008
```

MONSTER MASH

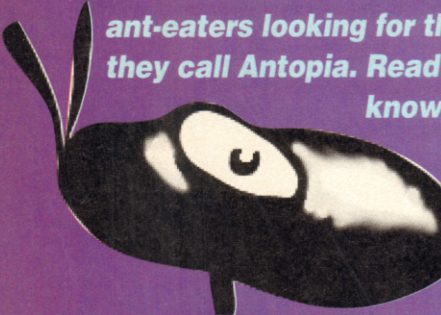
Put this alongside Jurassic Park, and there's no competition... erm, Jurassic Park wins every time. However, can you POKE Jurassic Park for infinite lives? I thought not.

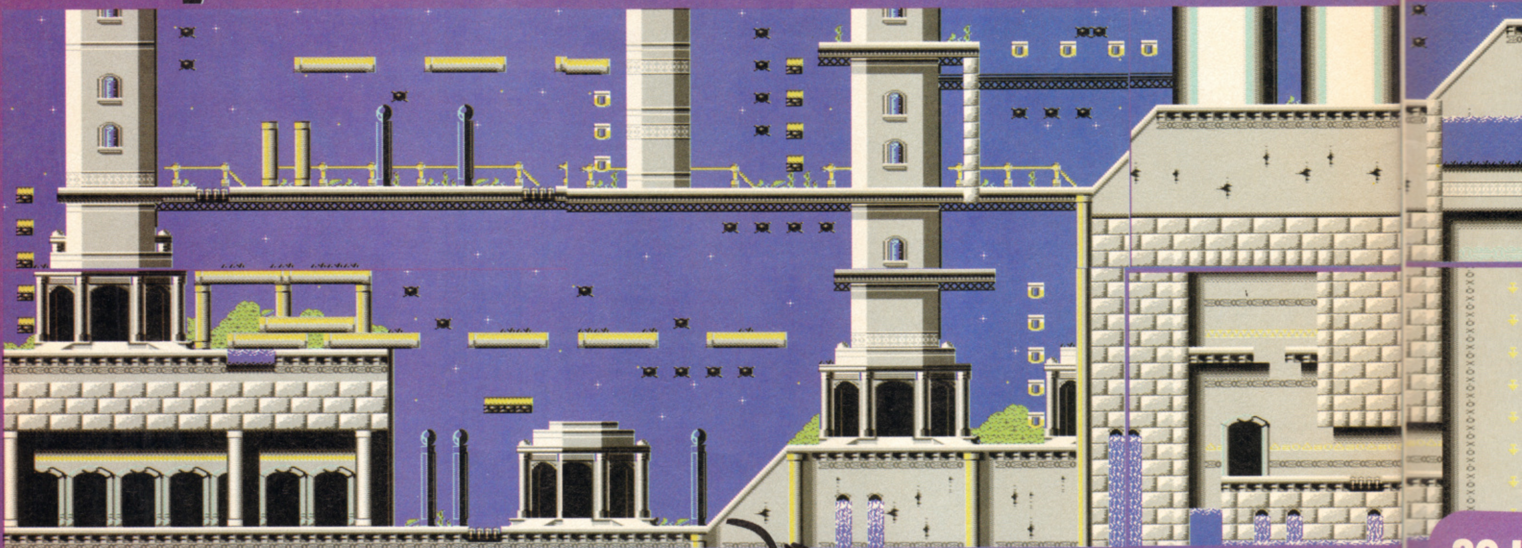
It's raining again, looks like my life's at an end.

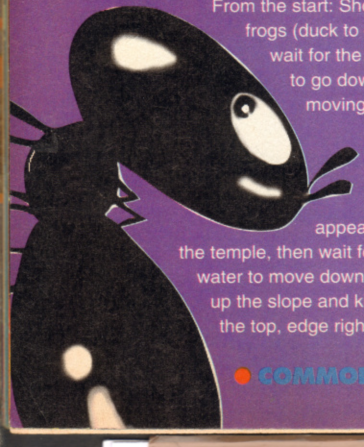
```
0 REM MONSTER CHEAT BY WAZ
1 FOR X=516 TO 554:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>3749 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,087,065,090,169
6 DATA 032,141,013,010,169,002,141,014
7 DATA 010,076,230,003,169,142,141,243
8 DATA 064,141,003,068,076,027,008
```

NOBBY the AARDVARK

In which our hereo, Nobs, gets to Atlantis City (like you do), and the action becomes more and more intense. So, all you budding ant-eaters looking for the aardvark heaven they call Antopia. Read on, you never know, you might find out something you didn't know. Then again...







LEVEL 4 - ATLANTIS CITY 340 BC

From the start: Shoot the two frogs (duck to do this), then wait for the gush of water to go down before moving right. Jump over the spikes, shoot the green warrior who appears in front of the temple, then wait for the gush of water to move down again. Jump up the slope and kill the warrior at the top, edge right and shoot the purple squidgy thing, then head right to the steps. Face left, them jump up to the top step - from here you can safely shoot the wizard on the platform above. Jump onto the platform and walk left, then drop off the end of the platform (still holding left) to land on the platform below.

Edge left and shoot the squidgy things on the next platform, jump left onto this, then keep jumping left across the platforms (avoid landing on the spikes). When the green warrior comes into view, keep walking left until you reach some more steps leading up. Quickly shoot the frog at the top, then head right and jump over the spikes. The large ED209-type robot is a tricky opponent, and usually the best option is to shoot like crazy. Once it's dead, continue right (jumping over the spikes again) until you reach some more steps - jump onto the bottom one to avoid the wizard.

When safe to do so, continue right to the next set of steps and jump up. Shoot the frogs at the top (if they haven't killed themselves already), go right, then carefully jump across the platforms. To the right lurks another ED209

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20 U
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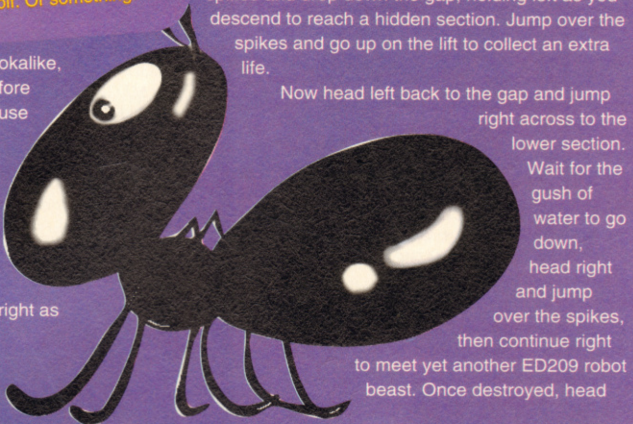
1 Put it
2 Use i
kitchen b
3 Hoov
4 Use i
5 Hit pe
6 Skin i
wall to off
7 Wear
greenies
8 Use it
9 Use it
10 Use it

NOT STRICTLY TRUE

In this game Nobby is seen to suck ants up out of the ground to fire at the nasties. Now I don't want to split hairs, but aardvarks don't eat ants, they termites. And there's a big difference.

Incidentally, did you know that there's such a thing as an aardwolf. It's a nocturnal mammal from the hyena family which is found in southern Africa. It tends to move in with aardvarks and lives on termites too. Come to think of it, that'd make a great sequel to the game – Nobby the Aardvark and his pal Arnie the Aardwolf. Or something.



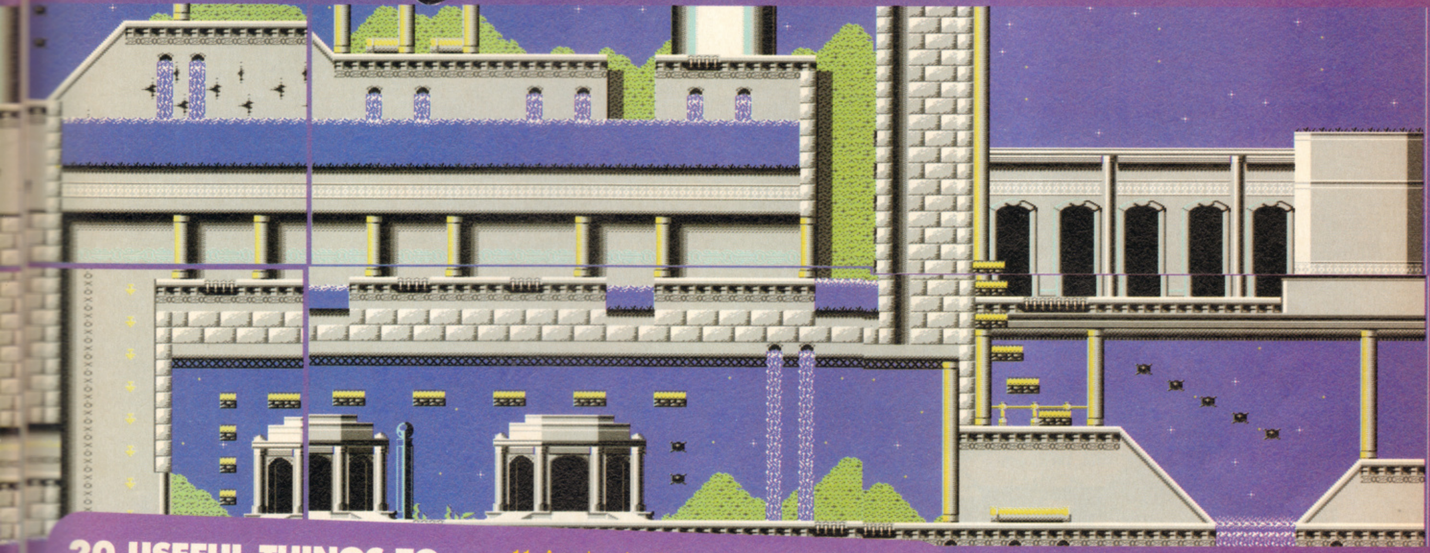
lookalike, so kill it in the same way as before then continue up the slope. Pause at the top to shoot the two wizards, continue right, then quickly dispose of the two frogs (this can be frustratingly difficult). Head right again, jumping over the gap and the spikes, then drop down the gap at the end (hold right as you fall).

Now drop down the gap gradually using the platforms on the right-hand side, then stop when you reach the bottom platform. Wait for the frog to leap into the water, jump left onto terra-firma, then immediately shoot the wizard to your left. Continue left, shoot the squidgy thing, then jump over the water and the spikes. Jump over the next set of spikes, the pause at the water's edge to shoot the green warrior. Jump over the water when safe, then jump over the next set of spikes and drop down the gap, holding left as you descend to reach a hidden section. Jump over the spikes and go up on the lift to collect an extra life.

Now head left back to the gap and jump right across to the lower section. Wait for the gush of water to go down, head right and jump over the spikes, then continue right to meet yet another ED209 robot beast. Once destroyed, head right and jump over two sets of spikes to come face to face with another ED209 jobby - kill it as before. Incidentally, if you climb up the platforms at the start of the section you can 'miss out' the first ED209 robot, but there is a risk of landing on some spikes.

Now continue right up to the edge of the mini-waterfall, then jump up the slope and kill the two wizards at the top. Jump up the next set of platforms and collect the ACME CRATE, which probably contains rocket fuel, then jump over the spikes and head right to the awaiting rocket - jump into this to whisk Nobby off to the outer reaches of our solar system (or maybe to the Moon - who knows, it might only have half a tank of petrol).

You know, I question the program designers control decision. Now, I'm not the world's worst platform game player, but I really don't like 'up' on the joystick being a jump. Now I know that you need to fire bullets and all, but it's so fiddly getting those jump accurates when the joystick decides your pressing it to the left and not up-left. You know the feeling, you're stood there on a precipice judging the next leap when you suddenly remember why you died the previous five times – it was because the blimmin' joystick thought it was aiming left and you happily trundled off the cliff to doom. Maybe they could have a voice activated joystick where you shouted out 'fire' when you wanted to display your weaponry. More food for thought next month. Until then, happy aardvarking. Or something.



20 USEFUL THINGS TO DO WITH AN AARDVARK

1 Put it first in the dictionary.
2 Use it as a handy wall-mounted hand-held kitchen blender type thing.
3 Hoover up pine needles after Christmas.
4 Use it as a sleeping bag.
5 Hit people with it.
6 Skin it and hang its still-dripping head on your wall to offend animal rights people.
7 Wear the skin to parties where loads of greenies hang out.
8 Use it as an excuse to punch them all out.
9 Use it to check the oil in your car.
10 Use its tongue as flypaper.
11 A rucksack, pillow case, and just about any other cloth bag.
12 Donate it to a zoo where it can lead a proper, humane life, free from abuse and the harsh realities of urban Britain.
13 Wheel it round the streets, meekly saying 'Penny for the aardvark'.
14 Send them into the office, simply marking your parcel 'Aardvark'.
15 Commit marsupicide.
16 Collect the set.
17 Fill it full of ants, then aim the mouth at someone you don't like and squeeze the stomach.
18 Whang it, welly style.
19 Surprise the in_laws and have a slightly more exotic Sunday roast.
20 Write long lists of things to do with it.

NEXT MONTH

We'll be back in approximately 43,200 minutes with the latest installment of the already epic Nobby saga. So grab a goldfish bowl and prepare to guide Nobby through the spookiest space station we've ever seen. Oh, and we might even include a knitting pattern for your very own Nobby sweater.

SCEPTRE OF BAG

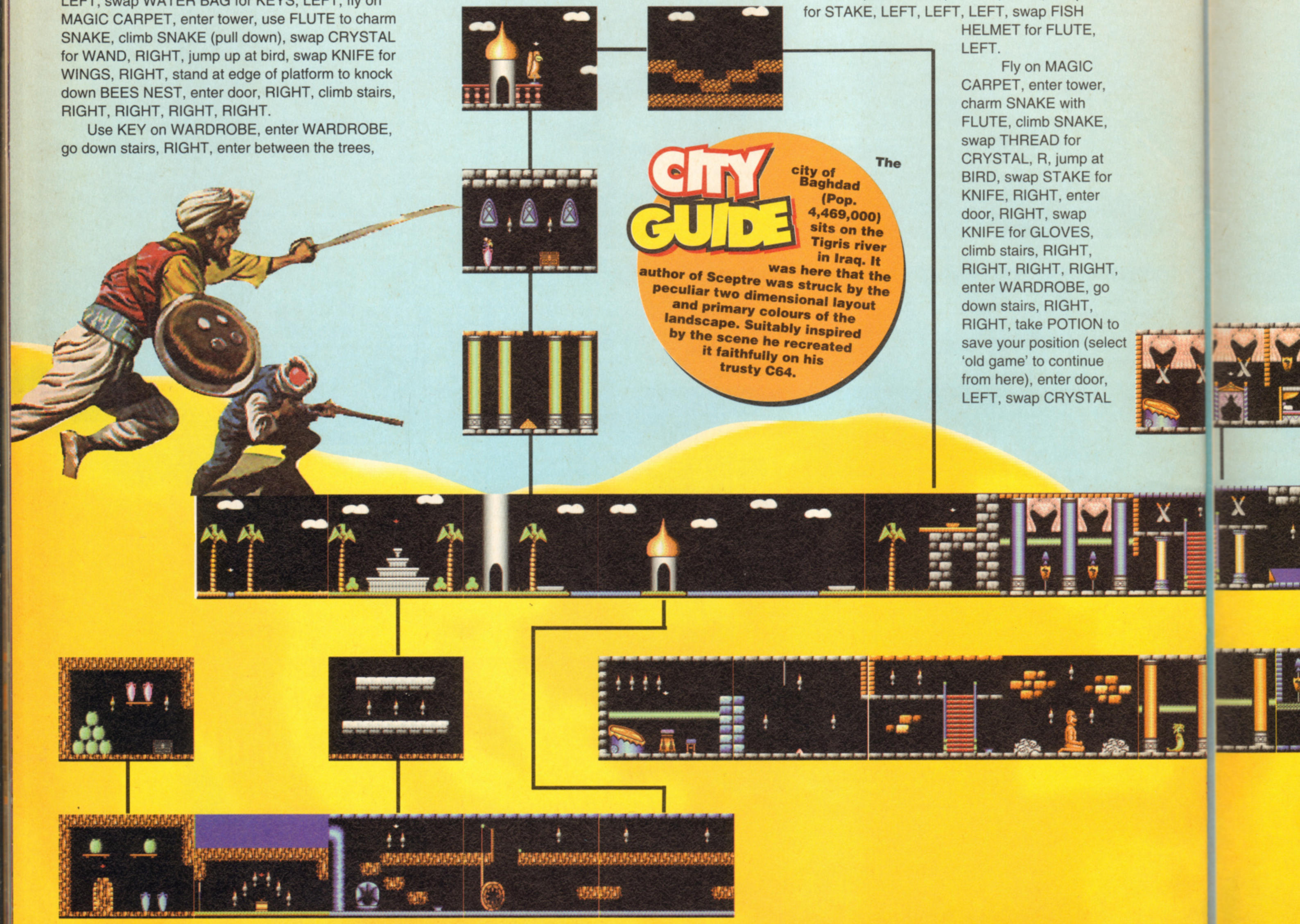
Arcade adventures don't come bigger than this jumbo family-sized epic, so we've decided to bust it open in traditional Gamebusters style. Allow Andy Roberts and Richard Beckett to take you through the game... er, please?

FROM THE START:
Swap HANKY for FLUTE, LEFT, LEFT, LEFT, climb stairs, RIGHT, RIGHT, RIGHT, use DUSTER to get rid of OLD LADY, RIGHT, swap DUSTER for WATER BAG, LEFT, LEFT, LEFT, enter door, go down stairs, RIGHT, fill WATER BAG in POOL, LEFT, LEFT, LEFT, swap WATER BAG for KEYS, LEFT, fly on MAGIC CARPET, enter tower, use FLUTE to charm SNAKE, climb SNAKE (pull down), swap CRYSTAL for WAND, RIGHT, jump up at bird, swap KNIFE for WINGS, RIGHT, stand at edge of platform to knock down BEES NEST, enter door, RIGHT, climb stairs, RIGHT, RIGHT, RIGHT, RIGHT.

Use KEY on WARDROBE, enter WARDROBE, go down stairs, RIGHT, enter between the trees, swap KEYS for ORB, D, use WAND on WIZARD, swap WAND for LAMP, UP, LEFT, LEFT, climb stairs, RIGHT, LEFT, LEFT, swap LAMP for NET, LEFT, enter door, go down stairs, LEFT, LEFT, catch BEE in NET, L, fly on MAGIC CARPET, LEFT, use WINGS on STATUE, enter where the statue was, DOWN, LEFT, swap ORB for BROKEN ORB, RIGHT, RIGHT, RIGHT, swap FISH HELMET for BROKEN ORB, LEFT, LEFT, enter between torches.

LEFT, RIGHT, fly on MAGIC CARPET, RIGHT, swap FLUTE for WATER BAG, LEFT, fly on MAGIC CARPET, LEFT, LEFT, swap WINGS for BLUNT STAKE, D, swap WATER BAG for MIRROR, RIGHT, enter between torches, LEFT, RIGHT, fly on MAGIC CARPET, RIGHT, enter door, RIGHT, RIGHT, swap STAKE for SWORD, RIGHT, enter door, go down stairs, RIGHT, use NET on SPIDER, use SWORD on SPIDER'S THREAD, LEFT, LEFT, LEFT, kill MEDUSA with MIRROR, RIGHT, RIGHT, swap SCROLL for MIRROR, climb stairs, RIGHT, LEFT, swap NET for STAKE, LEFT, LEFT, LEFT, swap FISH HELMET for FLUTE, LEFT.

Fly on MAGIC CARPET, enter tower, charm SNAKE with FLUTE, climb SNAKE, swap THREAD for CRYSTAL, R, jump at BIRD, swap STAKE for KNIFE, RIGHT, enter door, RIGHT, swap KNIFE for GLOVES, climb stairs, RIGHT, RIGHT, RIGHT, RIGHT, enter WARDROBE, go down stairs, RIGHT, RIGHT, take POTION to save your position (select 'old game' to continue from here), enter door, LEFT, swap CRYSTAL



CITY GUIDE

The city of Baghdad (Pop. 4,469,000) sits on the Tigris river in Iraq. It was here that the author of Sceptre was struck by the peculiar two dimensional layout and primary colours of the landscape. Suitably inspired by the scene he recreated it faithfully on his trusty C64.

for BO
enter
MAGI
DOW
To
GOLD
LEFT,
GLOV
CARF
climb
RIGH
RIGH
RIGH
down
SHOF
AXE t

This sort of page typically takes about three hours to lay out...

GHDAD

for BOOK, climb stairs, RIGHT, LEFT, LEFT, LEFT, enter door, go down stairs, LEFT, LEFT, LEFT, fly on MAGIC CARPET, LEFT, enter were statue was, DOWN, LEFT, LEFT, use BOOK.

To open door, enter door, swap BOOK for GOLD, RIGHT, RIGHT, R, enter between torches, LEFT, RIGHT, fly on MAGIC CARPET, RIGHT, swap GLOVE for FISH HELMET, LEFT, fly on MAGIC CARPET, enter tower, charm SNAKE with FLUTE, climb SNAKE, swap FISH HELMET for THREAD, RIGHT, jump at BIRD, swap FLUTE for STAKE, RIGHT, enter door, RIGHT, climb stairs, RIGHT, RIGHT, RIGHT, RIGHT, enter WARDROBE, go down stairs, RIGHT, RIGHT, RIGHT, RIGHT, enter SHOP using GOLD (either door), swap GOLD with AXE to sharpen STAKE.

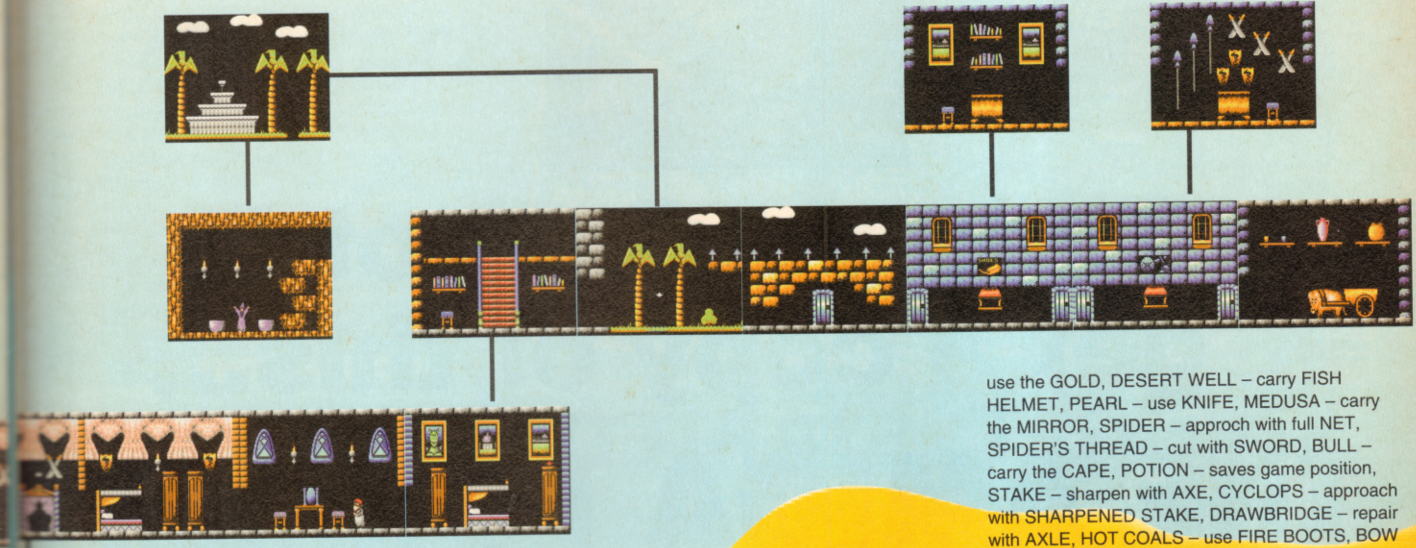
Swap AXE for GOLD again, LEFT, LEFT, enter SHOP using GOLD (either door again), swap GOLD with BOOTS, LEFT, LEFT, enter door, LEFT, climb stairs, RIGHT, LEFT, LEFT, LEFT, enter door, go down stairs, RIGHT, RIGHT, enter door, go down stairs, LEFT, LEFT, LEFT, use STAKE to kill CYCLOPS, RIGHT, RIGHT, RIGHT, climb stairs, RIGHT, RIGHT, R, swap STAKE for RED CAPE, LEFT, LEFT, LEFT, LEFT, climb stairs, RIGHT, RIGHT, RIGHT, RIGHT, enter WARDROBE, go down stairs, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, walk past BULL using the CAPE, swap CAPE for AXLE, LEFT, LEFT, LEFT, enter door.

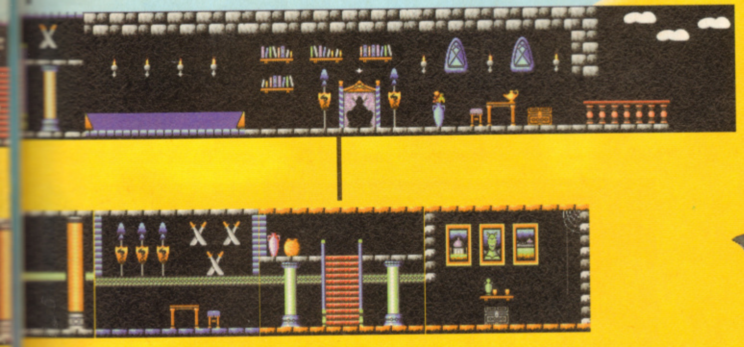
LEFT, climb stairs, RIGHT, LEFT, LEFT, swap SCROLL for LAMP, LEFT, enter door, go down stairs, LEFT, LEFT, LEFT, fly on MAGIC CARPET, LEFT, enter where the statue was, swap LAMP for QUIVER, D, RIGHT, swap AXLE for BROKEN AXLE, LEFT, jump up to top of screen, RIGHT, RIGHT, walk over FIRE with BOOTS, RIGHT, swap BROKEN AXLE with BOW to load BOW, enter door, LEFT, LEFT, enter between torches, swap BOOTS for LAMP, RIGHT, RIGHT, fly on MAGIC CARPET, RIGHT, enter door, RIGHT, RIGHT, RIGHT, enter door, go down stairs, LEFT, LEFT, LEFT, LEFT, go down stairs, LEFT, stand on SEE-SAW and fire BOW, LEFT, swap LAMP for SCEPTRE, jump into the MIST, RIGHT, fly on MAGIC CARPET, RIGHT, enter door, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, walk to edge of BALCONY with the SCEPTRE to complete the game.

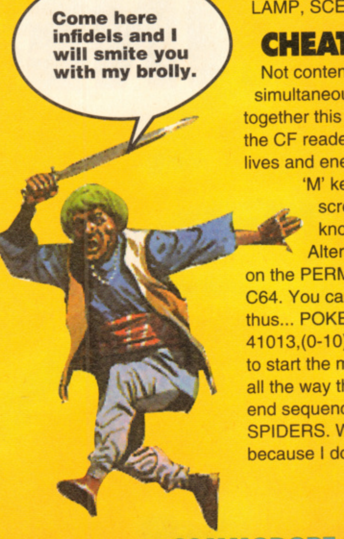
MUMMY, WHAT ARE ORBS FOR?

If you'd like to tackle the game for yourself rather than copy our splendid solution, use this handy resume if you get a little stuck...

LAMP – use the HANKY, OLD LADY – carry the FEATHER DUSTER, PILE OF ROPE (SNAKE) – use the FLUTE, STATUE – approach with WINGS, WIZARD – carry the WAND, WARDROBE – use the KEYS, BEE – catch with NET, WATER BAG – fill at WATERFALL or POOL, BROKEN ORB – replace with SACRED ORB, DESERT – carry full WATER BAG, STONE DOOR – carry the BOOK, SHOPS – use the GOLD, DESERT WELL – carry FISH HELMET, PEARL – use KNIFE, MEDUSA – carry the MIRROR, SPIDER – approch with full NET, SPIDER'S THREAD – cut with SWORD, BULL – carry the CAPE, POTION – saves game position, STAKE – sharpen with AXE, CYCLOPS – approach with SHARPENED STAKE, DRAWBRIDGE – repair with AXLE, HOT COALS – use FIRE BOOTS, BOW – use SPIDER'S THREAD, QUIVER – use to load the BOW, SPRINGBOARD – hold loaded BOW and LAMP, SCEPTRE – approach BALCONY.






Come here infidels and I will smite you with my brolly.

CHEATS AND THINGS!

Not content with programming 800 games simultaneously, John 'Baghead' Wells has also put together this bundle of goodies especially for you, the CF readers. First thing first, if you'd like infinite lives and energy to play with, hold down the 'C' and 'M' keys on the PERMANENT OPTION screen. The music will change to let you know that the cheats are active.

Alternatively, hold down the 'B' key (again on the PERMANENT OPTION screen) to reset the C64. You can now mess around with the music thus... POKE 31127,(0-5) for the tunes POKE 41013,(0-10) for the speed followed by SYS 31104 to start the music Finally, if you don't fancy playing all the way through the game, the password for the end sequence is: I HATE BIG FAT HAIRY SPIDERS. Which is a spooky coincidence, because I do too.

STRANGE BUT TRUE

In World War 1, Baghdad was captured by General Maude, a tea lady who was called into active service when she proved to be so adept at whizzing a trolly around the trenches. She later married Lawrence of Arabia at Ealing Registry office. They had 37 children.

Do you ever get that thing when you close your eyes really tight and you, like, 'see', like, loads of stars?

GETTING ONE OF THESE?

Clue: It's a sparkly new 32-bit Amiga 1200!

With loads and loads of really cool software!

Then you've got to get a copy of this...

THE AMIGA FORMAT BEGINNERS' GUIDE

It's an

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Sometimes it just works out that way. You were planning to get down to the shops as usual, but disaster struck. The cat might have been sick on the Chesterfield, a blue whale might have dropped through the roof, you may have even been converted to the Jehovah Witnesses. Basically, you missed out on an issue of CF. However, we've got some good news – you can simply send us a cheque or P/O and we'll send you the appropriate issue. So if there's a gaping hole in your collection, send off the coupon today.

Of course the other problem is the condition of your issues. Are they simply stored in a pile next to your computer or in an old Sainsbury's box under the bed? Sounds like you could do with a binder to keep everything nice and neat. Again, simply fill in the coupon below and we'll send you a rather fetching CF binder. Hurrah!

SHOP SAVIOUR

Do you find that you can never get hold of a copy of Commodore Format? The magazine's so popular that it tends to sell out rather rapidly. And let's face it, there's nothing more annoying than trekking all the way down to the shops only to find that some sod's gone and bought the last copy in mainland UK. Well, we have a solution. You can ask your newsagent to order you a copy. He can do this whether he normally stocks the magazine or not. All you have to do is request it every month and he'll put one by for you.

You can find a dead handy shopsave coupon on page 50. Simply fill it in, drop it off at the newsie and enjoy the delicious feeling of satisfaction that'll sweep over you.

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RUNNING RINGS AROUND THE REST

The first in-depth look at Saturn, Sega's new super-console

With Saturn, Sega are winning the race to build the next generation of videogames hardware. And *Sega Zone* wouldn't miss it for anything. In our March issue we penetrate Sega's veil of secrecy (erm, or something) to bring you the world's first in-depth report on their extraordinary new machine. We've got the very latest specifications, along with the clearest pictures yet of the first Saturn games. And believe us, they make even the most expensive arcade machines look pretty sick. As you can probably tell, we're pretty excited about the whole thing.

PLUS! Getting the most from Acclaim's brilliant *NBA Jam*; the CES news everyone else missed; the absolute, ultimate, definitive *Sonic 3* review; some fabulous basketball equipment to be won; playing games over the telephone; reviews of *Double Switch, Ground Zero Texas, Mutant League Hockey, Barkley: Shut up and Jam!, Castlevania* and more; and plenty of other cracking stuff.

sega ZONE

Issue 17 of Sega Zone on sale Thursday 24 February

GAME ZONE
Not so much a Super NES games mag, more a way of life.
Britain's hardest hitting SNES mag.
New issue OUT NOW!

1P
BLANKA
F7 TO SEE INFO

Are you hard enough to beat all of the Street Fighter 2 champions? Send us the proof if you are.

Car racing experts will find themselves right at home with Slicks.

THE GAUNTLET

Simon is a very uptight person. At the merest hint of a challenge he'll stand defiant and face up to you. He never wins of course but it looks good. How will you lot do?

SLICKS

That's right – I'm not setting the puzzles any more, you are. First up is Ryan Mitchell from Leeds, who's a self-professed dab-hand at Slicks, the USA circuit in particular. Without taking any short-cuts, his best lap time is 15.3 seconds, his second best being 15.32 (it wasn't just a one-off, you see). The big question is, can anyone beat this? I mean, you should all be terribly good car racers by now. So who's got the bottle to shift through the gears to claim an amazingly groovy victory.

That's our first challenge this month; get a USA lap time under 15.3 seconds, and knock Ryan off his perch.

Stand and deliver or something. Beat Smash TV and get your name printed in CF.

MAYHEM IN MONSTERLAND

Secondly, Ryan was a bit intrigued as to how CF's very own Andy 'Funky Dude With a Beard' Roberts can get a 25 skid bonus on Mayhem In Monsterland, as he's only managed 22 on the powerpack demo. What do you know – it's another challenge.

(Personally, I can't manage to get a skid bonus of more than about, ermm, three. But then that's why I set the challenges, not play them!)

Our second letter this month is from Luke Croll in Kent, who agrees with Ryan about the Mayhem In Monsterland challenge, but has a couple more of his own design:

STREET FIGHTER 2

Luke's first challenge is for anyone out there to write in, telling us all of the player's endings. This is the bit when you see the champion look all beaten up. Because of the nature of this one, no further proof will be required. *(Actually this one isn't terrbily difficult because at least three other Future Publishing magazines have already printed them).*

SCORE
000034700
STARS
100
TIME
044
1UP
x00

Get yourself a meaty skid bonus on Mayhem.

HUTCH'S CHALLENGES

Enough of this namby pamby game stuff. I've got some real challenges for all you tough guys and guyettes. Try these:

- Eat a donought without licking your lips.
- Master Bath's one way system.
- Learn to code in C++
- Eat nine Shredded Wheat.
- Learn the words to an Apache Indian song.
- Get drafted by MI5.
- Try not to answer your mum with the word "Out" when she asks you where you're going.

BUBBLE BOBBLE

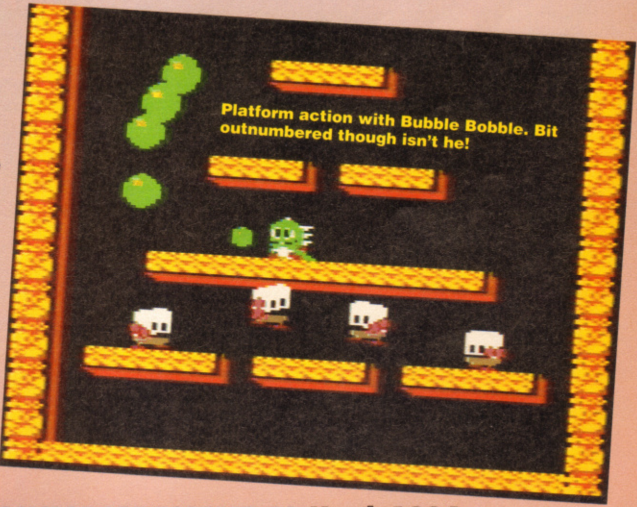
Another simple one from Luke, who appears to be a fan of the cute beastie bashing genre. This time, the call is for anyone to write in with the ending message after level 100, as proof that they've completed the thing.

DANCE OF THE VAMPIRES

Am I getting out of touch? I've never heard of this one before in my entire life! Oh well. Anyway, this is a challenge that merges in with Gamebusters in a way. The challenge here is to send in a complete solution.

FREE THINGS

As usual, there'll be a prize for the winning entry for each challenge of a wadge of games, on either tape or disc, so get playing, fill out the form, and send it along. Oh and remember guys. Cheats don't prosper.



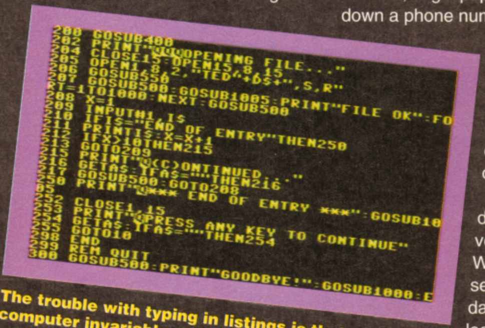
Platform action with Bubble Bobble. Bit outnumbered though isn't he!

PD FORMAT

There's not that much real software out there, so Simon takes another look at what you can get for free.

Over the past months, we've seen quite a wide and varied selection of games on the cheap, with shoot-'em-ups, platformers, more shoot-'em-ups, *Tetris* clones, shoot-'em-ups, and Tetris clones. We've even had the odd Tetris clone (spotting a pattern yet?). This month, you'll be taking a break from the normal course of events and scoping some serious utilities instead.

The bulk of this month's titles are based around word processing and printers. Actually, that's a bit of a lie – all of the programs are WP or printing utilities, but I'd prefer it if you assumed we had some variety here…



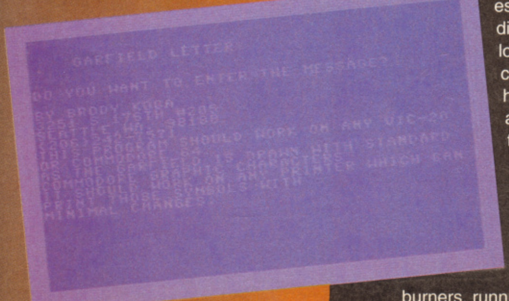
```
200 GOSUB400
202 PRINT"QQQOPENING FILE..."
204 CLOSE15:OPEN15,8,15
205 OPEN1,8,2,"TED"+D$+",S,R"
206 GOSUB550
207 GOSUB500:GOSUB1005:PRINT"FILE OK":FO
RT=1TO1000:NEXT:GOSUB500
208 X=1
209 INPUT#1,I$
210 IFI$="END OF ENTRY"THEN250
211 PRINTI$:X=X+1
212 IFX>10THEN215
213 GOTO209
215 PRINT"Q(C)ONTINUED..."
216 GETA$:IFA$=""THEN216
217 GOSUB500:GOTO208
250 PRINT"Q*** END OF ENTRY ***":GOSUB10
05
252 CLOSE1,15
253 PRINT"QPRESS ANY KEY TO CONTINUE"
254 GETA$:IFA$=""THEN254
255 GOTO10
298 END
299 REM QUIT
300 GOSUB500:PRINT"GOODBYE!":GOSUB1000:E
```

The trouble with typing in listings is that your computer invariably crashes just as you finish.

GARFIELD

This is a very simple program that draws pictures of Garfield along with the message of your choice. Only one question remains – what the hell is it with the computing community and Garfield? Barely an Amiga slideshow goes by without a picture of Garfield, and college computer rooms all over the country are littered with those oh-so-witty pictures of Garfield sawing up his monitor or whatever. If you like Garfield and, owning a computer, haven't seen enough of him to drive you to screaming pitch, you should enjoy this one as well.

30%



Personally, I prefer sticking messages to the fridge door with magnets in the shap of exotic fruit.

ELECTRONIC DIARY

Says he, when the first package he looks at has nothing to do with printers, and is only vaguely linked to word processing. Sorry if I'm patronising you, but there follows an explanation as to exactly what an electronic diary is:

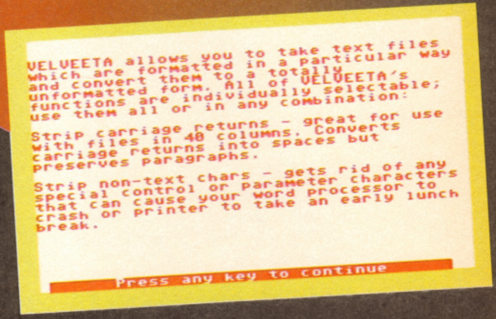
Everybody has kept a diary at some point in their life or tried to. If you managed a year, you're an alien. If you managed a week, I commend you, but if you lasted two days, you're only human. If we put this whole diary idea onto computer, we end up with a diary that never looks empty – no more flicking through huge wodges of unmarked, virgin paper, just to note down a phone number – you enter the date you want to edit, and you edit, ending up with your fully-functional diary on a computer disk as opposed to paper.

How well does this particular version work, then? Well, as opposed to setting up one huge data file, and spending loads of time editing that together, the program stores an individual file for each entry you make, making for faster access, easily accessible entries, and all the other advantages of disc files over unmanageable memory. Presentation wise, everything works fine, and for a PD package the thing seems really quite friendly. One to get, then.

65%

VELVEETA

Odd name. Handy program, though – it's for people who want to manipulate text outside the restrictive environment of their word processors. This means that as well as stripping carriage returns, avoiding dodgy control characters, sorting out spacing and coping with just about any file type, this package allows you to regurgitate them all back out onto paper. If you need to do something other than simply print text files, this program could help you out no end.



```
VELVEETA allows you to take text files
which are formatted in a particular way
and convert them to a totally
unformatted form. All of VELVEETA's
functions are individually selectable;
use them all or in any combination:

Strip carriage returns - great for use
with files in 40 columns. Converts
carriage returns into spaces but
preserves paragraphs.

Strip non-text chars - gets rid of any
special control or parameter characters
that can cause your word processor to
crash or printer to take an early lunch
break.

         Press any key to continue
```

In the future, we may well have computers which can find the right file at the right time.

OUTLINER

This is where things get serious, as we've got an outliner here. As the title suggests, Outliner draws outlines. Strictly speaking. If you've ever been within five miles of a sixth form college, you'll know about the huge number of tutors wandering around wittering on about planning essays using bubble diagrams, tree diagrams, maps, folders with lots of lovely coloured sticky outy bits (all cross referenced of course), sub-headings, carrots, and just about anything that anyone else happens to be talking about at the time.

What we've got here is the program to shut them all up for good. It's designed specifically for essay plans, sub-headings, throwing things at walls to see if they stick, putting things on back burners, running other things up flag poles, and generally making a fool of itself with lots of silly (and otherwise completely useless) phrases. So if you've ever had hassle planning an essay, this package could have and will save your life. If, like me, you've got a brain, and utterly denounce this principle of writing your essay out seventeen times in various different note forms before finally using the English language, you'll have about as much use for this package as you would for a huge fresh steaming jobby in a sock.

20%

WORD COUNT

It counts words, does a word counter. You give it a text file full of words, and it counts them. As far as counting's concerned, it's probably really quite difficult to go wrong, so the package does work okay, if you see what I mean. In fact, probably the only drawback to using this program is that nearly all word processors have a word count built in, and even if they didn't, you probably wouldn't go to all the hassle of quitting out of your program just to load this one up. Then again you might have an ASCII file which you desperately need to word count.

If you're in a life and death 'oh no, I really need these words counted or people are going to die' situation, this package does the job adequately. Well, even.

64%

NEXT MONTH

Ermm, more of the same basically. Although we probably won't review any word counters! CF

UNCLE DAVE'S BUY-A-RAMA

FOR SALE

Dave comes back into the office long enough to put together another page of your buys, sells, and wanteds. Isn't he a nice guy, readers?

WANTED

● **C64 cass** Crystal Dizzy £6, wanted. Cass Cool World and Time Machine reasonable prices. Call Loz on (0472) 602614 Mon-Fri.

● **1541 MK1** user manual wanted urgently. Ring Andy on (0703) 739172.

● **Simon's BASIC** SIB6410 Cart. Does anyone have one? Can anyone tell me where I can get one? 051 933 1713.

● **Great Giana Sisters**, phone Tony on (0204) 862955. Reasonable price paid.

● PD budget library are waiting for your talents. Do you have anything you wish to donate? If so, send to this address (we quite clearly state that these ads are for readers only, so no address, matey).

● **Disk drive**, reasonable price, must be in good condition. Tel Alan on 0861 522032.

CF Mags 1-21 with tapes. Must be in good condition. Ring George on 0851 82 552.

● **C64 tape Grand National** (cult). Ring Mr J Robinson on 061 330 7553.

● **GEOS plus manual**. Will pay reasonable price plus postage. Call Mark, Monday to Friday on 0908 672824 before 7pm.

● **Interface and joystick** for VIC20 and any cassette games. Call Matthew on 0223 573944.

● **Wheel Of Fortune**, disc or cassette for C64. Phone Tony after 6pm on 051 327 3526.

FOR SALE

● **Ghostbusters**, Ghostbuster 2, Real Ghostbusters, Tracker, Blackwyche, Pulse Warrior, Turtles Coin-op, Magicland Dizzy, Super Off Road, Super Nudge 2000, Ninja Massacre, Ikari Warriors, and Spy vs Spy 3. £2 each, or lot for £20 (cass) or swap for any (negotiable): Pirates, First Samurai, IK+. All cassette (for sale and swaps please).

● **For sale**, Gameboy plus 3 top games for only 50 pounds ONO, or Commodore games cheap. Ring (0532) 664509 and ask for Oliver… Bye!

● **FORTH+** (tape version) programming language which is up to 50 times faster than BASIC. You can even define your own commands. Only £20. Phone (0522) 540550.

● **Commodore 64**, 160 games, 3 joysticks, Action Replay Cart, 2 data cassettes, and 2 power supplies £80. Phone 0707 663727.

● **Cover tapes**, Mini Office 2 disk £8. Advanced Art Studio disk + OCP £5. 130 games all original £100 only. Action Replay Mk3 £5. Full size keyboard for C64, 5 octave, plus software, in box for £20. Phone Middx 292 5577 for details.

● **CF Issues** 3 onwards with covertapes. Collection worth over £90. Will sell for £30. Call Duncan on (0225) 762914.

● **Computer Scrabble** for the Spectrum, £5 or swap for almost anything on Spectrum or C64. Tel: 0821 650409.

● **CF 5-37** with tapes, all in very good condition, £80.20 (what?). Phone James on (0227) 263690.

● **C64** with 1541 disk drive, MPS80 printer, datasette, micro-drive, joysticks, game paddle, CFs 20-29, 35, 37, 38 with covertapes. £165, and I'm sorry I have to sell it. Call 081 467 5281.

● **Commodore MPS801** printer, good condition, £55 ONO. Contact William Fawcett, Ravens Park, Arkengarth-Dale, Richmond, North Yorkshire, DL11 6RR.

● **Mind benders** C64 pack, one autofire joystick, loads of games, most full price pluss one cart, all for £125 plus P&P. Call James on 0896 831278.

C64, 2 datasettes, 2 joysticks, light gun, ARMk6, 1541 disk drive, 801 printer, over 50 games (tape & disk), word processor, books and manuals, CF 1-37 (except 2, 3, and 4). £250 including postage, or split for right price. Ring Gus on 081 892 9429 after 6pm.

● **Unwanted prize** of SF2 on the Amiga £15 including P&P. Unwanted prize of Booster Boy for Gameboy £22 including P&P (wins a lot of competitions, does this guy). Call Luke on 0795 661319.

● **Datasette**, A/Replay, lightgun, quickjoy footpedal, joypad, 100s of games, and 48 Commodore magazines with cassettes. Worth £700, your for £295 ONO. Phone Nigel on 801 572 0481.

● **I will swap** the Simpsons, The Addams Family, Turbo OutRun, Wizball, Klax or Fantasy World Dizzy for Night Shift, Lemmings, Creatures 1 or 2, Bee 52, any carts, Mayhem In Monsterland, Alien 3, Powerpack 1-21 and 24, any WWF games, Robocop and RainbowIslands, or sell for £5 each.

● **50 C64** tapes £20. Mark Downie, 0960 372818.

● **C128 or C64** and datasette, with over a hundred games and many manuals, plus a joystick, OIR. £150, all in working order, phone 0902 868193, and ask for Sebastian.

● **Hostages disc**, as new, never used, unwanted prize from CRAP64. Due to not having a disk drive, will swap for tape format or £5. Jason Pope, 7 Holland Street, Fairfield, Liverpool, L7 0SG.

● **Speedskater**, required by Doctor Petrol and His Performing Gibbons. Must be able to loop the Carnegie Hall in a banjo and sing the entire Banana Splits theme. Contact Percy Brillstein at the corner shop, after six unless it's the first Tuesday in the month.

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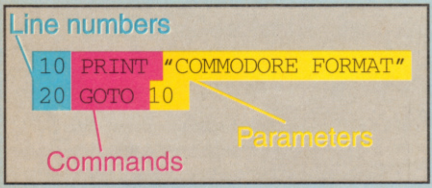
BACK TO BASICS

D'you want to do more than play games on your C64? How about learning to program it, and expand both your of horizons. Simon shows you how.

Do you know what the difference between a console and a computer is? The answer is simple; a keyboard. It does get a little more complicated than that, but the basic answer is that whereas with a console all you can do is plug in a cartridge and play a game (usually, unless you're living in some weird dimension or something, the game on said cart), with a computer, you can use the keyboard to access the computer's in-built languages and system bits, making it do a lot more than run a game.

One of the parts of your C64 you can use is called BASIC – it's what we call a programming language, and it's the bit that appears when you first turn your machine on (unless you've got a game cart plugged into the back). A programming language is a special set of instructions that tell the machine to carry out certain operations. When you link a set of these special instructions together, you end up with a program. Let's take a look at a very simple program:



```
10 PRINT “COMMODORE FORMAT”
20 GOTO 10
```

It's actually the type of program that everyone begins with, and it works very simply. Let's take a look at that in a bit more detail, though:

Line numbers – The reason we number commands is to keep them in the right order, and help the computer know what order we want to run them in. There's another use of line numbers with the GOTO command, but we'll come back to that later on.

PRINT – This command is really very simple, as it just displays on the screen whatever we put between the speech marks. In this case, it should display the words `COMMODORE FORMAT`.

GOTO – This command is rather special, as it doesn't, strictly speaking, do anything; it just tells the C64 which line to operate next. So far, the program will have gone through line 10, and when reaching line 20, the GOTO command tells it to jump back to line 10, and carry on from there. In this case, the GOTO command has created a loop, as the program will continue to print the string (that's just a technical term for the words `COMMODORE FORMAT`) over and over again until you interrupt it.

COMMANDS – Well, that's all they are, really, isn't it? The word PRINT is a command, as it just tells the C64 to print something, and GOTO means exactly that – 'go to', and therefore is an command.

Parameters – If the new word confuses you, don't worry; it just refers to the bit that comes after the command. The PRINT command has the parameter "`COMMODORE FORMAT`", as that's the bit that comes straight afterwards.

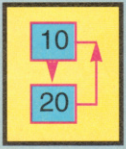
So let's give the program a try – type it in. Remember to press RETURN at the end of each line, as opposed to padding the thing out with spaces, and when you've finished, type RUN and press RETURN. You should see the screen go clear, except for a line of COMMODORE FORMATs down the left hand side of the screen. By the way, if you want to stop the program, you'll find the RUN/STOP key on the left hand side of your keyboard.

AMELIORATION

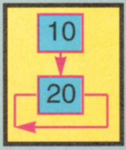
I'd go to the chemist if I were you. Failing that, if you're a little further into BASIC than this tutorial, and you're having trouble with any aspect of it, just write to The BASICs, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW, and I'll see what I can do about helping you on your way in this, a now regular feature.

AUNTIE FLOW

Everybody hates her, but she's pretty friendly really. If you want to understand the way a program works, all we have to do is draw a simple flow chart:



As you can see, the program executes (runs through) line 10, travels onto line 20, and loops back to line 10 again, going round in circles for ever. Let's change line 20, and see what happens. Line 20 will now read 20 GOTO 20. Guessed it yet? Here's the new flow chart:



All this means is that it'll print `COMMODORE FORMAT` once, and stop dead, as your C64's just looping round and round on line 20 without doing anything else. I'd hit RUN/STOP if I were you, or we'll be here all day. As you can see, it's really not all that difficult to understand – it follows very simple logical steps.

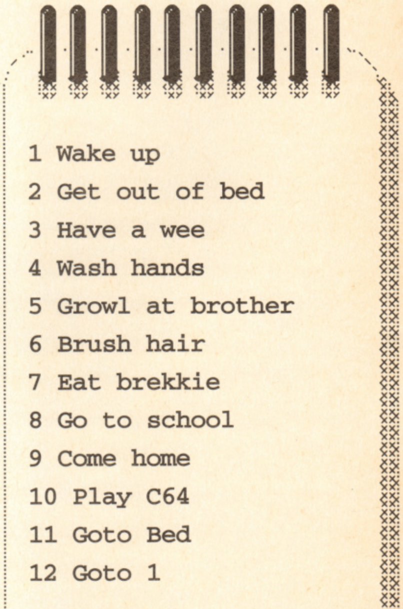
YES, IT IS

I'm glad you thought so. In fact, it was so simple, I think we'll do it again next month. What we've just done is got to grips with the very basics of BASIC. If you managed to follow what was going on over the last page without too much difficulty, you should be all set for ish 43's journey into the slightly more intelligent realm of loops.

LIGHTLY SALTED

If you're a novice to BASIC and there's something you'd like to learn, then we'd like to hear from you. This series is aimed at the absolute beginner, so no question is too simple. Write to us, with a big frown on your face at the address in that lovely box down there and to the left a bit. Please don't expect a personal reply though. We haven't got the time or the staff to deal with you all. CF

PROGRAM YOUR DAY



```
1 Wake up
2 Get out of bed
3 Have a wee
4 Wash hands
5 Growl at brother
6 Brush hair
7 Eat brekkie
8 Go to school
9 Come home
10 Play C64
11 Goto Bed
12 Goto 1
```

Your mind works in a similar way to a computer program. This diagram shows how you could program your day in the same manner as you'd code a program. Each instruction is followed to the end when at line 12, the program is instructed to start all over again from the top.

PSALM 64: THE GAMESPLAYER'S BIBLE

It's said by many that religion was just a way of controlling the masses. Whether this was true or not, it was certainly very good at it. Stand aside, then, for the next set of commandments.

If you think you're innocent, then you're guilty of lying to yourself. You can be the nicest, kindest, granny-helping, bob-a-jobber in the world, but when you get hold of a joystick, Beelzebub himself would hide in a locked toilet with several changes of underwear to hand. There's only one way to avoid High-Score Hades, though – repent your sins, and start to lead the holy life...

1 – Thou shalt not accidentally kick the power switch when thou art losing.

Up to the 17th century, it was believed that a witch could be spotted by their inability to drown. Here in the 20th century, you can detect game sinners by the way their computer desk is right in front of the plug socket, keeping the power switch in close kickable range for those rather–too–intense two player games when normal, sporting, and fair tactics fail them.

2 – Thou shalt not enter verily stylish names into the high score chart such as 'Rik', 'Gay', 'God', or 'QPR'.

As one of the lesser offences in the eyes of God, the standard 'QPR' is punishable by ten hail Mayhems. The slightly more sinful range of abbreviated (badly spelt and unprintable – sorry) smut and swearing can, if you confess, cause you to be subjected to two whole, torturous hours of Cisco Heat. If you don't have the courage to confess, always remember that the road to hell is paved with Riks, and you'll probably have to meet every one of the sad anoraked propeller-heads.

3 – Thou shalt not hack the high score table.

The reason, incidentally, for the slightly more original choice of covering for the road to hell is because these sad propeller-heads are all trudging slowly down there, after trying to kid themselves that they're the ultimate gameplayer by changing every name on every high score table to 'Rik'. It's little known that after the frogs and fish, Moses wrote of a rain of Riks, but the scrolls were sadly damaged when the next Roman emperor, Rikus, replaced them with a message to his girlfriend.

4 – Thou shalt not hog the autofire joystick.

It's an age-old problem concerning two joysticks – Nostradamus wrote of the Commodore joystick; "It shalle be nobbe, and no wonne shall knowe what way they be firing". He also wrote of the Konix Speed Demon Mega Phallus 2; "And it shalle be studded with a thousand buttons of fire, bringing a reign of scourge and the biggest high score to the selfish boy with the gleam in his eye".

5 – Thou shalt not keep dying on the same level because you can score more.

Enough of the biblical stuff – it really is pigging irritating, isn't it? You've reached a degree of sheer brilliance on a certain game that no-one, and I mean no-one, could match, and your useless friend asks to have a go. You're not low enough to break the seventh commandment, so you're destined to sit there and watch this so-called 'friend' die repeatedly five seconds into the game, but somehow triple your best score ever by coincidentally picking up the same power-up seventeen times, as they keep re-appearing once you die. Somehow the knowledge that they'll writhe in eternal damnation doesn't seem quite comforting enough.

6 – Thou shalt not restart five seconds into the game because ye stupidly lost a life.

Forgive me father, for I have sinned. So have you. There'll be a game in your collection with a really difficult piece of timing on the fifth level, and you just can't get past this one point for the life of you. Deciding to give it one last try, you load the game up, and start. Five seconds in you'll find you make a stupid mistake and lose a life. However, because you're a weasel, you'll tell yourself that you weren't ready, your hands were sweaty, there's a bug in the game, that creature never popped up there before, you need new glasses, you were distracted, or any number of excuses, honestly believing you are right. Take it from me – they don't let you past the pearly gates if your hands are sweaty.

7 – Thou shalt not sneakily remove thy friend's joystick plug mid-game because they're doing too well.

We've all suffered the agony of this one – you visit a friend, and they show you their latest game that they've secretly spent a week trying to get to grips with, laughingly offering you a go. To their utter dismay, you start off well, and top their best score within the first thirty seconds. You're just going into your overture of smugness when, inexplicably, your joystick goes dead. It takes you by surprise every time, and you never expect anyone to be that petty. Be warned; they are.

8 – Thou shalt not cheat at chess.

It is said that the Chinese modelled the game of chess around a military battle. When the classic mind game arrived on computer, the emphasis shifted totally (or so historians believe), placing the player in, oddly enough, the Garden of Eden – strange, but true. It's quite plain to see that the two sides represent Adam and Eve, but the real problems come with the snake who, in a stroke of pure evil, has taken the form of the option to take back moves and edit the board. Tempting, isn't it?

9 – Thou shalt not, when the other player is new to the game, blast seven shades of Hades out of them before they work out what they're doing.

It may have been left out of the painting, but in the middle of the table at the last supper, there was a C64 and a stack of two player games. They belonged to Jesus, who bought them along as a slightly more reliable test. I don't want to mention any names, but one of his mates broke the eighth commandment, and his name rhymed with Qudos.

10 – Thou shalt not take the game's name in vain.

No-one likes a sore loser, but everyone likes to flip their lid once in a while. Though dying stupidly on level three is irritating on a mass-murder scale, throwing a joystick clear across a room sure makes you feel good. Besides, to experience good, you have to know evil, and who's perfect, anyway? Sometimes you've just got to fly casual and give yourself over to the dark side of the force. CF

NEXT MONTH

This week we received a brilliant letter which was unfortunately too late to feature in the news section. It's from two chaps called Colin McMaster and Philip Boyce. These chaps read our Coming on Strong feature in issue 41 and were sufficently moved to do something.

To this end, they've set up their own company and will be releasing a program called Comsoft Windows (a full disk utility) very shortly. They've also got some other groovy software lined up and I expect we'll do a small feature on these two enterprising guys in next month's issue. Right, so what else is there.

Well, we'll be continuing our programming series and keeping your informed about all that lovely EDOS software. I'm currently negotiating with some great external freelancers as well, so you'll be seeing some stonking features in the coming months. Read the best, read the original, read *Commodore Format.*

Hutch

ROGER THE LODGER

(Blztp...) Helo agin reedrs. Frame hir agin. sinz we lust spok ive hud a bid %£ of un)@˙ acciden.. . i wuz try to log on £$ thu typsettin cmptr at Futile pubelish $@ und accide gut __ insid thuh mtrolpolitan poliz furcz cmptr. &! thur wur al offfff thz intrstn files in it *@^ incldin 1 ubut hutch hahheheha *(Alright Roger, exactly what information have you got exactly? Hmmm? Tell me you little worm! - Hutch)* ^£ oh nuh hutch, nut intill ewe agre 2 ged me oudda ere. *(Why on earth would I want to do that? - Hutch)* hahehehahaa &^£@@% ewe haven sin thiz infrmtin hahehahaha ^£^ eye sure thuh riders wood luv 2 ^@ kno wut ewe gid up 2 win u r nut at wurk hahehaha @%@££ *(Right, that's quite enough of this dribble.* External overide Typesetting Machine 2. Restart Subsystem Seven. *That's better! Hutch)*

CF SHARES OFFER!

Forget that new Spielberg series, there are far more interesting things happening on your C64. *CF43* will be on sale on the 15th March 1994, but you can get a special 'Mag-Save' option on this limited edition*. Just fill out this form and hand it to your newsagent and they'll stash a copy away for you. No more *Bush Tucker Man.*

MAG*SAVE

Hey Newsagent dude/babe (Sir/Ma'am), Like, save me one of those righteous (rather good) *CF*s (*Commodore Format*s) man. *CF*43 (the February issue) is happening (goes on sale) real soon (on the 15th of March). Excellent (Thank you very much).

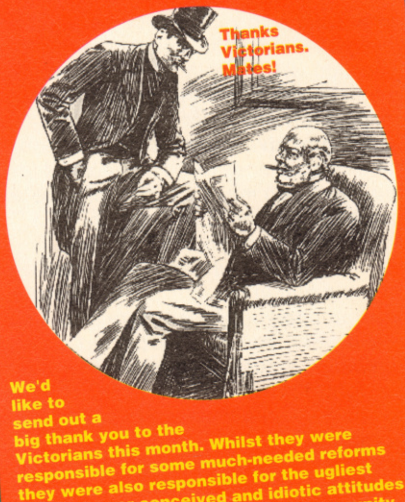
MY NAME ______________________

MY ADDRESS ______________________

____

____

THE LAST WORD


Thanks Victorians. Mates!

We'd like to send out a big thank you to the Victorians this month. Whilst they were responsible for some much-needed reforms they were also responsible for the ugliest buldings ever conceived and idiotic attitudes towards the family, love and the community.

HUTCH

COMMODORE FORMAT

CF42
March 1994

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***Commodore Format* is printed in the UK by William Gibbons and Sons.**

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ABC 41,626 PERIOD Jan-June 1993
Member of the Audit Bureau of Circulation

Hutch would like to thank: Miami SUbs for their extremely delicious Cajun Chicken Sub. Muchos Tasty.
Ollie would like to thank: Electronic Arts and the Loft for a couple of funky free bashes..
Lisa would like to thank: The CF Crew for the best time she's ever had on a magazine. Ever. In the entire world.
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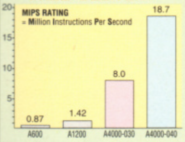

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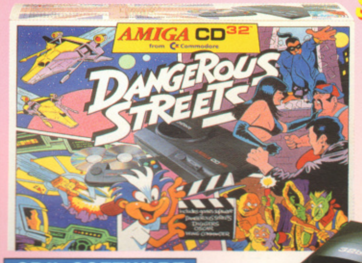

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